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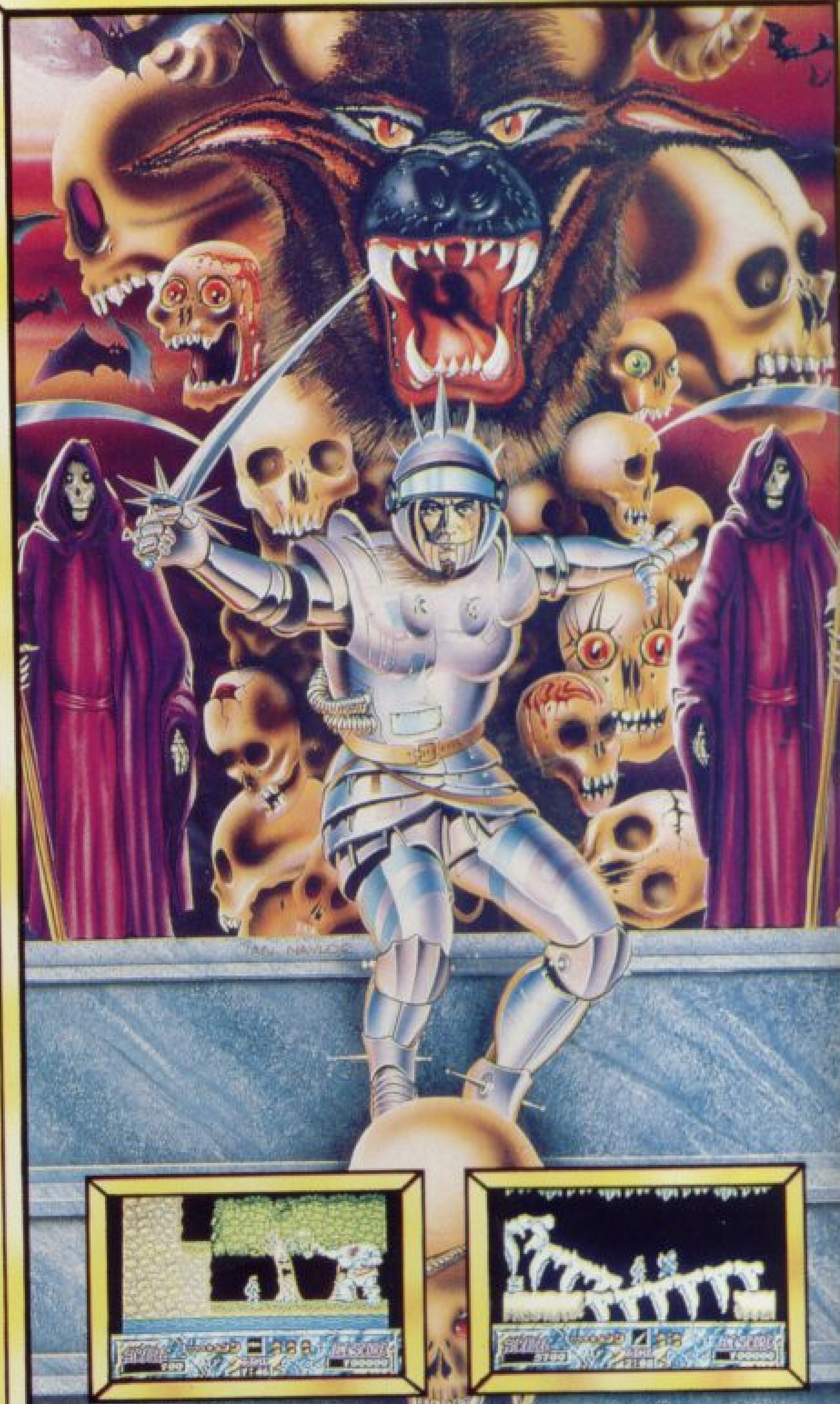
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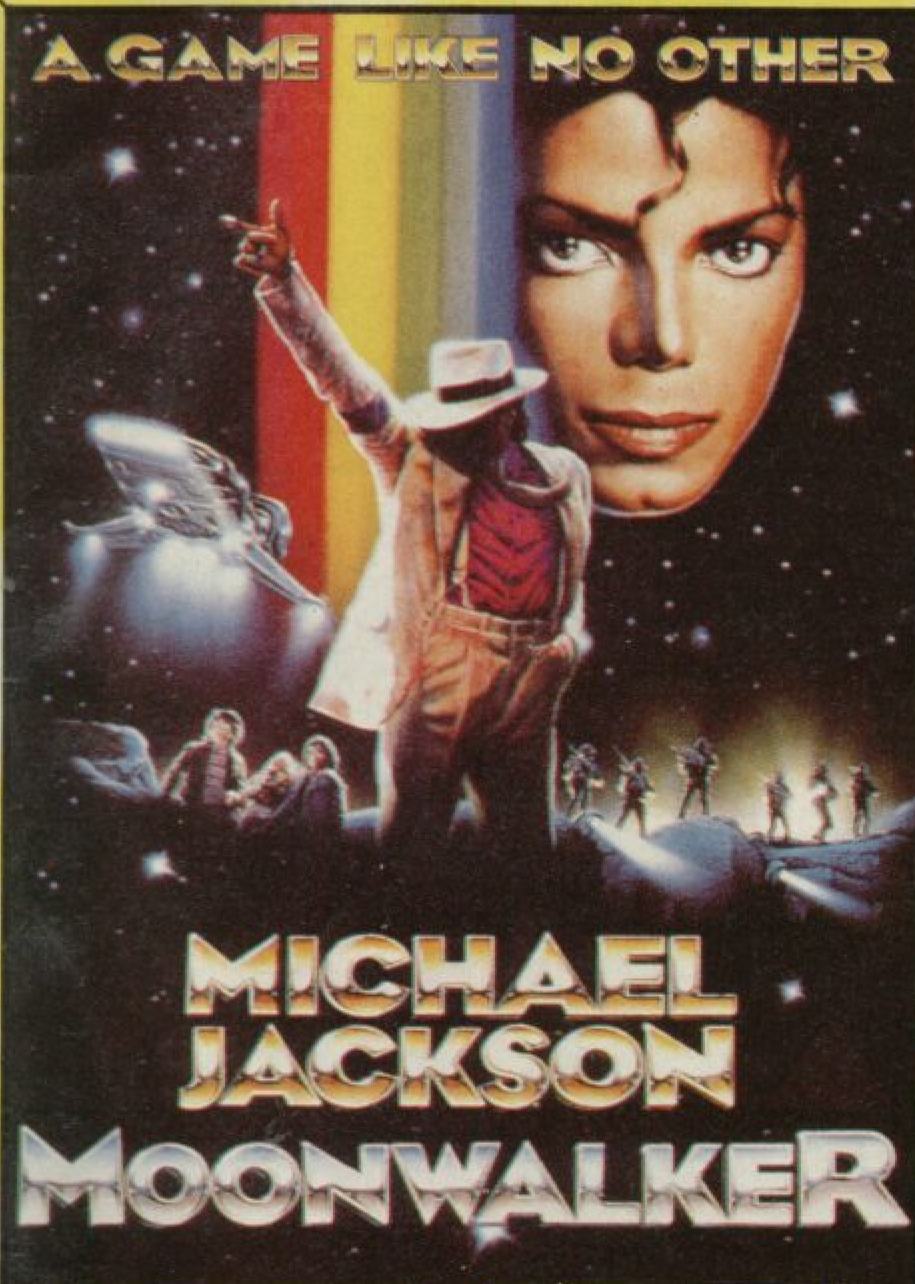
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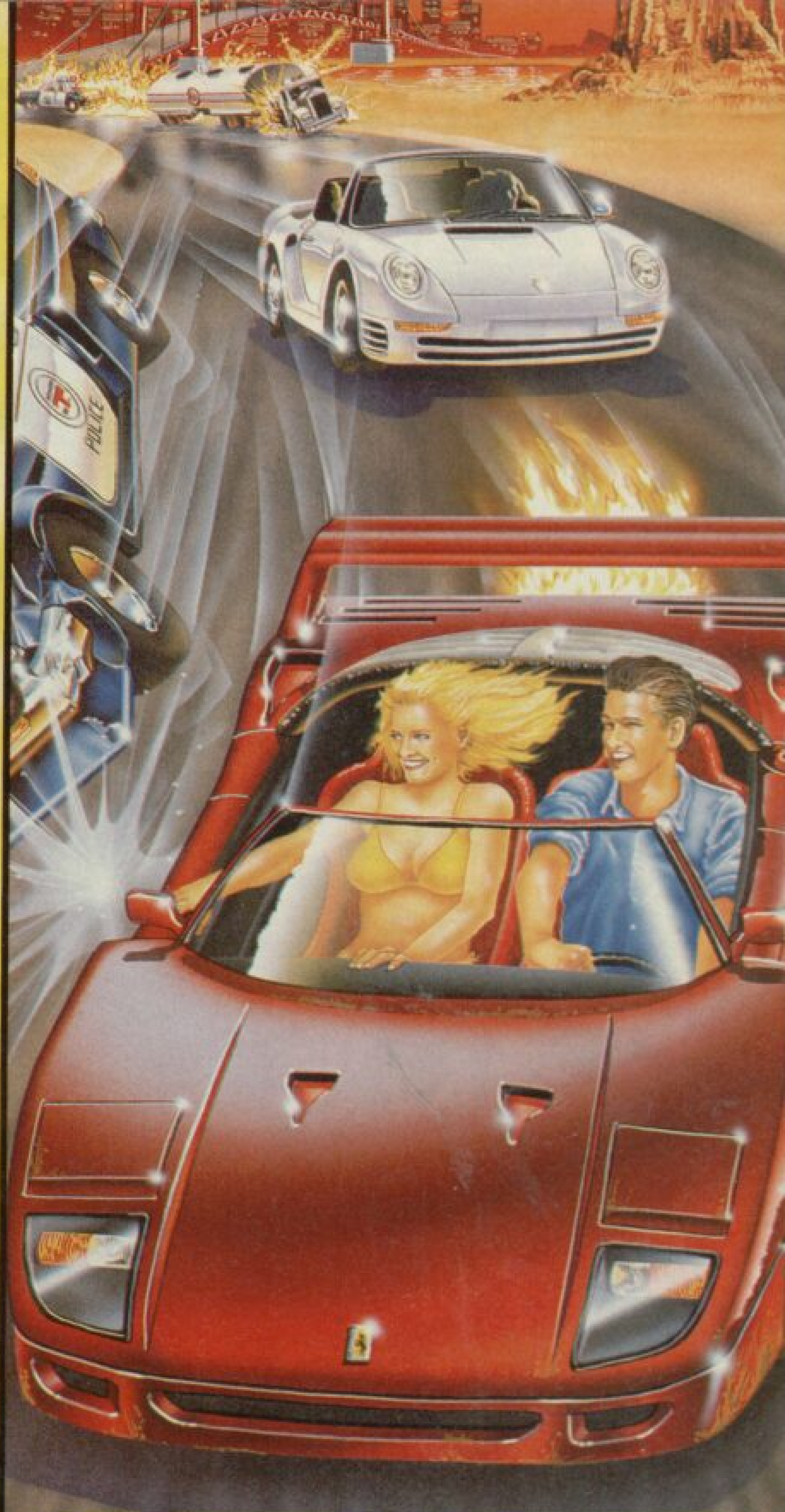
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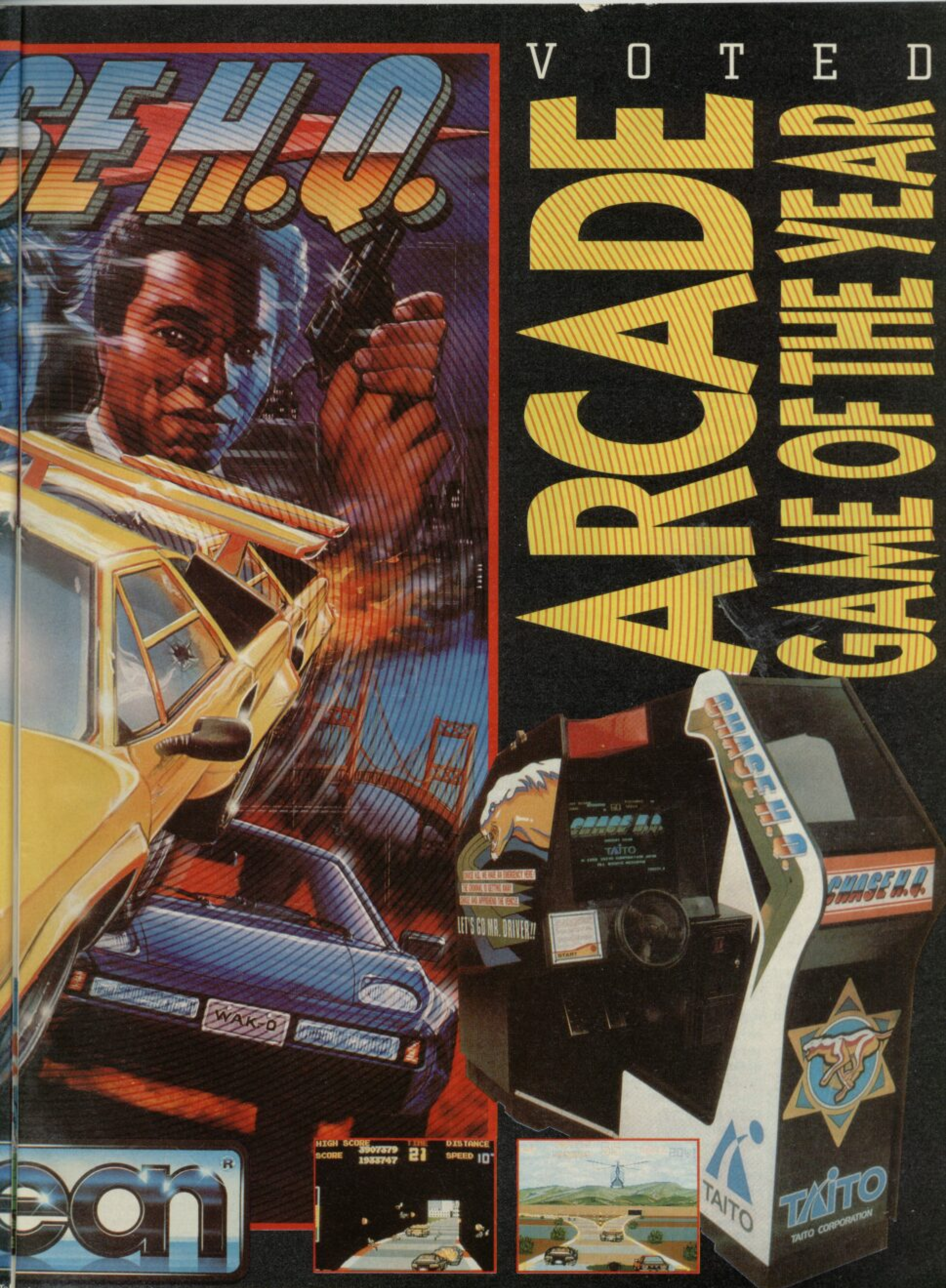
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ocean



OUT! Filofaxes

THE *YS* STYLE GUIDE

We're all victims of fashion one way or another aren't we, readers? I mean who'd be seen dead these days in a pair of bottle green crimpleen bell bottoms, when a mere two decades ago they were all the rage?! (*Um... (embarrassed silence). Ed*) Of course, lots of magazines try to tell you what's 'in' and what's 'out', but what do *they* know, eh? So, to set them (and you) on the right track, we thought we'd get some crucial Pssst! fashion tips from our friends the Rich and Famous...

We all know *YS* is the most fashionable of computer mags, so with the latest designer Winter collections out now, what could be more apt than a fabby fashion edition of...





OUT! Jason Donovan

OUT! Bandannas

OUT! John Lenn

OUT! *Batman* T-shirts

OUT! Rottweilers

OUT! Skiing holidays

OUT! *Doobie Duck's Disco Bus*

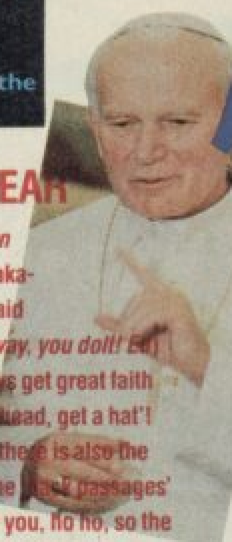
OUT! French mineral water

IN! A



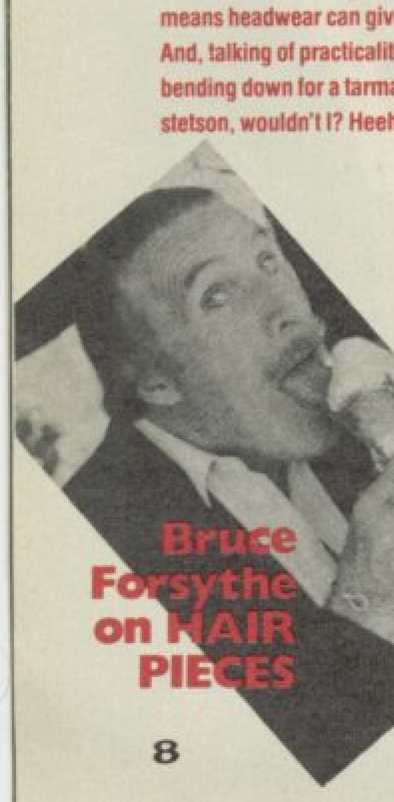
Michael Fish on SPORTS JACKETS

"Well, yes, colour coordination is something that concerns me quite a lot. If I'm faced with a lot of weather on the chart, with, let's say, predominantly horizontal isobars, then I'll be careful to select from my wardrobe an appropriately vertical-striped sports jacket. Just imagine the palaver there'd be if I donned a *horizontal*-striped sports jacket! People would confuse my chest with the chart! Ho ho!"



The Pope on HEADWEAR

"Hee hee, hello. Yes, I love *Operation Volf* on the Speccy, raka-taka-taka-taka-splat-spl... Vot? Oh, I thought you said 'hardvare'! (*Op Wolf's software anyway, you doll! Ed*) Oh! Hee hee! Well, you know, I always get great faith by that old adage 'if you vant to get ahead, get a hat'! Hohoho! Just look at me! Mind you, there is also the practical aspect to be considered! The 'back passages' of the Vat do get a bit nippy, I can tell you, ho ho, so the fact that 25% of body heat is lost through the head means headwear can give me that extra inner glow! And, talking of practicalities, I'd look a bit of a prune bending down for a tarmac kissing session sporting a stetson, wouldn't I? Heehee!"



Bruce Forsythe on HAIR PIECES

"Alrightmyloves? Nice to see you, to see you...? C'mon, dollies, do your dealing! (What's that? Hair pieces? Don't know anything about them, love, don't wear one!) You bet! Don't touch the pack, we'll be right back!"

Eerrm, er, alright, Mr Forsythe, um, thanks very much!



Dodging The Crash

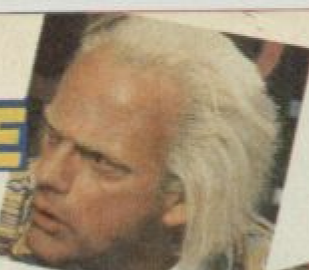
Are you being driven off your chump by programs that crash?! Well, rest easy, me hearties, because the answer could very well have arrived in the shape of the Load-It Data Recorder. It's produced by the Nottingham-based Mills Computer Products Ltd, and, boy, does it have some pretty wazzy features! Tape heads out of alignment (a common fault that prevents many tape recorder from functioning efficiently)? Well, now you don't need to poke screw drivers into your machine's innards, 'cos the Load-It's only got a blimmin' head alignment adjustment knob! It's also got a LED light system to show you the optimum loading signal. Cor! Skateboards? Thing of the past!

Spook Fashion Tip No 1

Do you get loads of those little balls of material all over your jumpers when you pull them out of the wash? You do? Well then, here's our simple *YS* 'bobble' solution. Don your pullover and tuck it in so that it's pulled taut. Then borrow a Bic razor off your Dad and very lightly shave off all the offending fluffy bits. You may get a friend to help you with this, especially when it comes to your back! And hey Presto! Your clothes will look as good as new (Sweeney Todd barber pals permitting)!

BACK TO THE FUTURE

BACK TO THE FUTURE (the movie sequel) and *Back To The Future 3* (the movie sequel's sequel) are being filmed 'back to back' in Hollywood even as we speak. They'll be released in Xmas '89 and Autumn '90 respectively. And guess what other two things are being made 'back to back' (though this time in the slightly less glamorous setting of South London)? Yep, that's right – Mirrorsoft's Speccy conversions of the two films! They won't be ready to accompany the movies' theatrical releases mind, but should be done in time to clean up (à la *Robocop*) when released 'back to back' (again!) with the videos of the flicks a few months later. Hurrah!





WHAT'S IN!



IN! Bobble hats

nnon type glasses

IN! 3D glasses

OUT! Gordon The Gopher

Readers chart supplied by *Angie Wharton* from London

IN! Whistlin' Rick Wilson
IN! *YS* T-shirts
IN! Candiru (or Willy Fish)
IN! Ed The Duck

A4 lever arch files

IN! Chess holidays

Full Price

This Month	Last Month	Game/ Publisher
1	5	*Robocop*/Ocean
2	4	*Indiana Jones And The Last Crusade*/US Gold
3	NE	*Passing Shot*/ Mirrorsoft
4	2	*New Zealand Story*/ Ocean
5	10	*Batman '88*/Ocean
6	1	*Rick Dangerous*/ Firebird
7	6	*Forgotten Worlds*/US Gold
8	9	*Dragon Ninja*/Ocean
9	NE	*Vigilante*/US Gold
10	NE	*Kenny Dalglish Soccer Manager*/Cognito

Budget

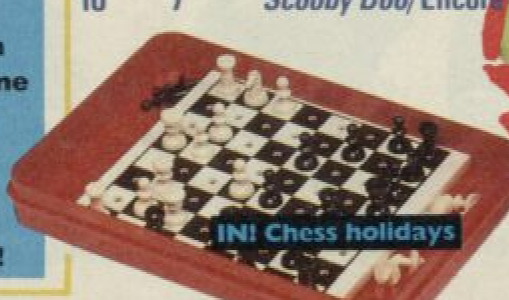
This Month	Last Month	Game/ Publisher
1	2	*Crazy Cars*/Hit Squad
2	3	*Green Beret*/Hit Squad
3	1	*Yie Ar Kung Fu*/Hit Squad
4	NE	*Spitfire 40*/Alternative
5	6	*MiG 29*/Code Masters
6	4	*Enduro Racer*/Hit Squad
7	NE	*Top Gun*/Hit Squad
8	NE	*Batman 3D*/Hit Squad
9	NE	*Strike Force Harrier*/ Alternative
10	7	*Scooby Doo*/Encore

SOFTWARE SAM





So what's in vogue in computer hardware circles at the mo? Only the SAM Coupé, that's what! Latest news gleaned from the PC Show is that many of the big companies will be giving the new machine their support! The first of the major leaguers to do so include Domark, the Codies (hurrah!) and US Gold, who apparently will be coding a version of its Megagame *Strider* for SAM. But what more can we tell you about these scrummy little bits of software? Well, um, not a lot. *Strider*'s being done by Tiertex, we know that much, and shouldn't cost any more on the SAM than yer average Speccy game (£9.99-ish). Quality-wise the finished games should be a sort of cross between the Speccy versions and something approaching the ST (or whatever). More news as and when..!



- You won't be seeing any more 'fab' multiload sports sims appearing on the Epyx label for some time, we're afraid. And the reason why? Has it deserted the Speccy or something? Or how about (gulp) the multiload sports sim business? Well, yes and no, 'cos what it's gone and done is only to have dumped all of its games publishing business! The company's still around as a development house though, so we will at least see '*California Games – The Winter Edition*'! It's just that now the game will be published by other people, okay?

- *Dynasty Wars* – the coin-op sensation that swept the nation – is set for a Speccy conversion. US Gold (of course) says that this epic tale of samurais, medieval horsemen and other Far Eastern skulduggerers will be ready around Easter next year, though how the sweeping horseback charges and cast of thousands will fit into 48K is anybody's guess...

- *Escape From The Planet Of The Robot Monsters*!! What a title! Eagle-eyed arcade freaks will have spotted the cartoony Tengen coin-op around and about, which means the Domark conversion can't be too far away, can it? And indeed it isn't. Quite when this isometric 3D scrolling blaster will appear next year hasn't been announced (if you can't imagine what that is, remember Ultimate's *Knightlore* or the first *Batman* game), but judging by the coin-op it should work well on the Speccy. It's got that home computer 'look 'n' feel' to it, don't you know.

- After six months of silence, Thalamus is getting ready to release a batch of new product throughout the coming year. First up comes *The Search For Sharla* which'll be followed by *Mindroll – Quedex USA*, a labyrinthine ten level puzzle game (£9.99 cassette, £14.99 disk), and then the Spectrum version of *Armalyte*, the C64 shoot-'em-up hit, later in the year.

- And finally, as they say, rumours (as yet unconfirmed) are sweeping the industry that – gasp! – the infamous Whistlin' Rick Wilson may record another fab 'n' groovy 'waxing' before the year is out! Blimey! A nation holds its breath...

Pssst

Spook Fashion Tip No 2
Is your clothing suffering from a profusion of cat or dog hairs? Simply fasten loads of sellotape (sticky side outwards) around your fingers and gently pat your garments! All the offending follicles will stick to the tape!

Trainspotters Throughout History
A Series In Conversation With The World's Greatest Trainspotters. No 39274 Selina Scott



Trainspotting!? Oh, good lord, I've never done any of that! What a thought! Well, it's so dreadfully unfashionable and... I beg your pardon? Jean Paul Goatie is naming his summer collection 'Ze Trainspotteur'?! Oh......oh, you mean *train*spotting?! Oh, well that puts a whole different perspective on matters, doesn't it? Yes. Although not an active participant, I've always been an *avid* observer of trainspotting couture. The chic quilted anorak with the fur-lined hood, the large framed spectacles from the NHS collection – it says to me "Hey! I've spent many an hour on the platform at Charlton-Cum-Hardy with only the open air and a packet of salt and vinegar crisps for company". I am also *so* taken with those British Rail designer uniforms. The cut of the navy serge trousers is a line I've seen echoed in many of the works of top designers. Oh yes, the railway look will be very 'in' next year. Definitely. *Definitely.* Of course, this year we've had lots of clothing employing sports club or military motifs, but all this will soon be replaced by that dazzling BR logo. In fact, the way to be the most trendy person would probably be to apply for a job as a BR porter, right this minute!

Rupert Bear on TROUSERS

Rupert's very trendy, he's loved by one and all, he always wears yellow checked trousers, Summer, Winter, Spring and Fall.





IN! Barbie's Play Bus

Build A Better Joystick, Er, 'Game Controller'!



There's been many an attempt to improve upon the basic joystick design, hasn't there, fact fans? Remember Le Stick? Crap, wasn't it? That Cheetah infra-red jobby? Hopeless. And what about the *entire* 'Quickjoy' range (a number of which were reviewed a couple of issues ago)? Not only were they not particularly good sticks, they've now been withdrawn due to 'a legal situation' with the similarly named and shaped, but superior and longer established, Quickshot range. There've been joysticks shaped like hand grenades, trackerballs, key pads, kiwi fruit and Janet Street Porter. They've added LCD stopwatches, microswitches, extra fire buttons and electric frogs that croak the word "Elvis". *(Are you sure about this? Ed)* Oh, and now there's the lightgun, of course, which is a sort of joystick, I suppose. *(No it's not. Ed)*

But still, you can't really beat the original design, can you? Well... *can* you? Spectravideo seems to think so. It's just designed the Quickshot QS129 Flight Controller and claims that its design is so "cunning" the player will "almost forget it is there and appear to play his favourite arcade games by thought alone"!! Blimey!

A Ball On The Foot Is Worth Two In The Hand

Football licences, eh? There're squillions of 'em. Liverpool, Emlyn, Kenny Dalglish, Gazza Lineker and Paul 'oigne *(Eh? Ed)* (Paul 'Gazza' Gascoigne!) *(Oh! Ed).* Even Saint and Greavsie! You thought you'd seen 'em all, didn't you!? But wait, here comes the one all the *YS* crew's been waiting for! Yes, it's the Vinnie Jones licence and it's owned by Screen 7, the chaps who gave your Speccy *Jaws.* Vinnie, or The Enforcer as he is known to his fans, is the former Wimbledon and now Leeds United footballer who, by his own modest admission, is a bit of a "rough and tumble player"! Called the *Vinnie Jones Soccer Spectacular*, Screen 7 claims that "This game should separate the men from the boys!" and who are we to disagree!? Now, if you'll kindly let go of my winkle, Mr Jones...

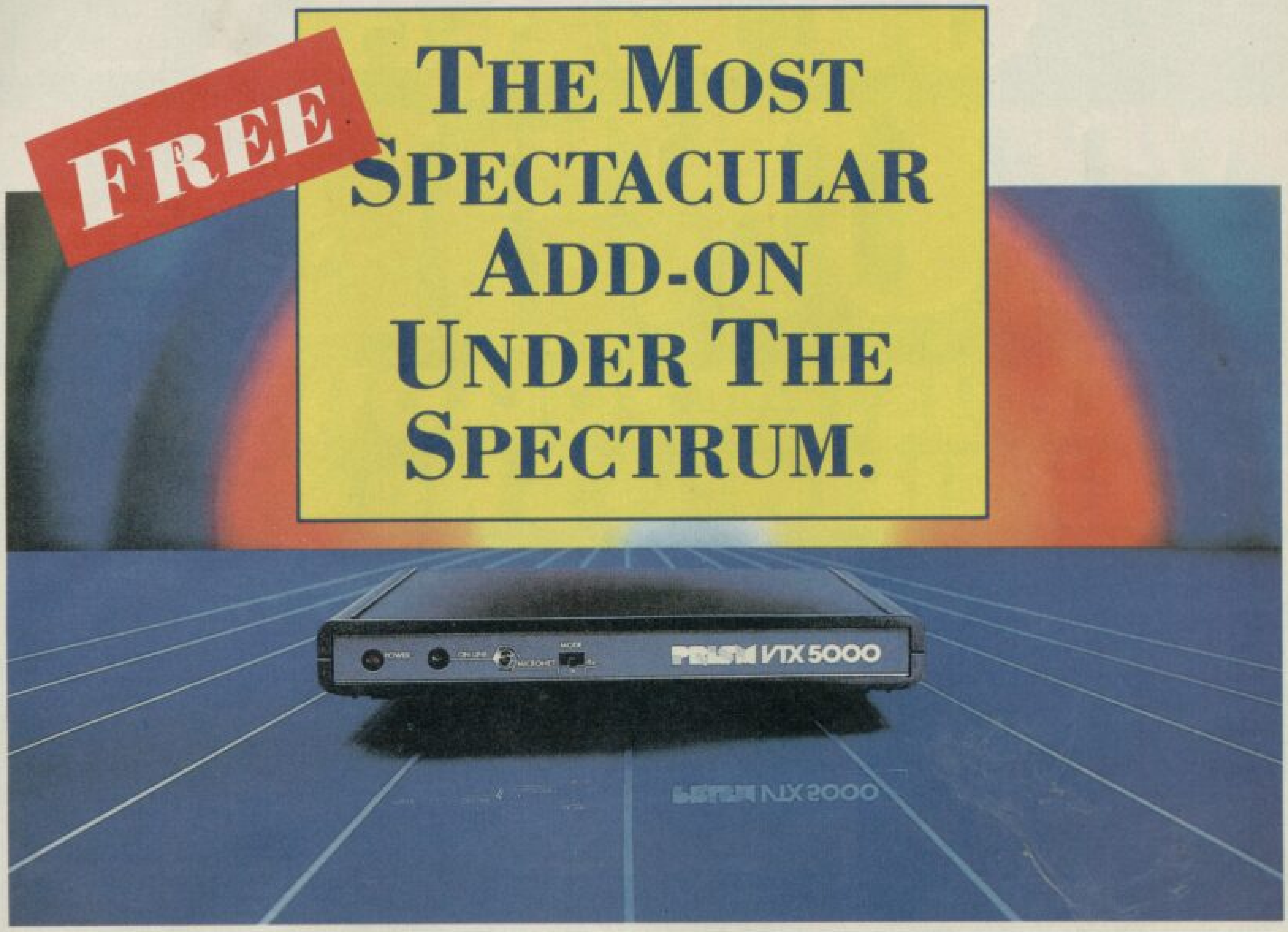


Spook Fashion Tip No 3
Are you plagued by horrid white lines that appear on your jeans after they've been washed? Well, kiss them goodbye with this *YS* Spook Fashion Tip. Simply turn your jeans inside out when you put them in the washing machine. Incredible though it may seem, those lines will be a thing of the past!



IN! Andrews Liver Salts

INTRODUCING (next month) the Pssst Peculiar Pets Corner – the first in a series of weird 'n' wonderful *YS* readers' pets!! Why not send in a pic of your truly beloved (oo-er)? There's a badge in it! The address is The PPPC, *YS*, 14 Rathbone Place, London W1P 1DE.



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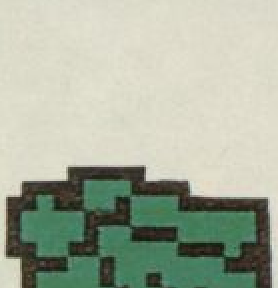

TAKE WHAT COMES...
&HIT'EM WITH DOUBLE
OPERATION THUNDERBOLT
TAITO
ocean
TAITO

Roll up! Roll up! Ladies and gentlemen, welcome to the Second Annual Double Decker Twin Cassette Issue! It's scintillating! It's fabulous! It's even better than last year, because this time we have not one, not two, not even *three*, but four fabulous games for you! That's enough to keep you going right through Christmas and beyond!! And, as a certain well-known software person might quip, "It's absolutely brilliant!" (Only this time it's true!!)

IT'S A MUST

SMASH TAPE NO24 WONDERBOY/ Activision





SuperWonderboy is out any minute, but to get you in the mood we've got the original *Wonderboy* here to give away!! Free!! (Well, virtually!) Hurrah!

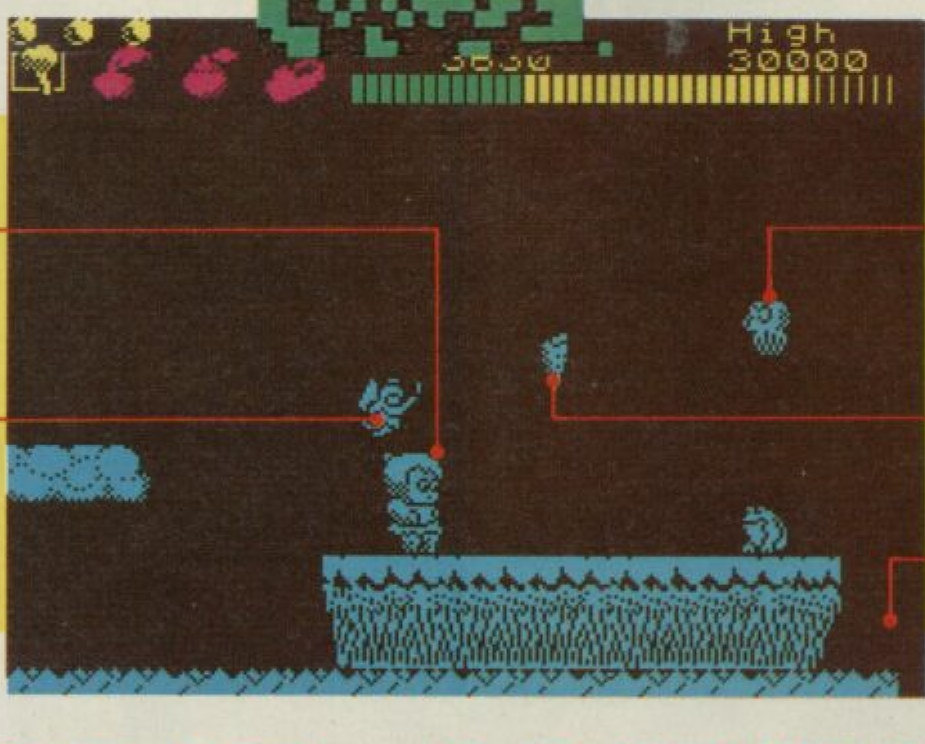
It really is a wonderful little game. We'd forgotten exactly how fab 'n' groovy it is 'til we loaded it up again — and then just couldn't put it down. As you must remember, *Wonderboy* was one of the most famous and massive of Sega's coin-op hits, and it's equally brill on the Speccy.

You play the tiny tot hero — clad in the snazziest of leopardskin perv-breeks (*It's called a nappy. Ed*) — on a quest to rescue your kidnapped 'chick'. It's a simple, serviceable platform-and-ladders plot, but behind it lurks one of the neatest-ever variations on that old fave, the running/climbing/jumping-about-a-bit/standing still/shooting things sort of game.

Your girlie's trapped somewhere at the other end of the jungle, but to get to her you're going to have to make your way across bottomless caverns, past nasty animals and cope with all sorts of natural and un-natural hazards. There are snakes, killer bees, snails, octopuses, deadly plants and a whole host of other critters to stomp on, as well as absolutely tons of (energy giving) fruit to eat!! Tricky stuff, but luckily there are pick-upable weapons, like throwable axes, invulnerability-giving fairies and even snake-crushing skateboards hidden in the massive egg things along the way, which should give you a fighting chance! Need a bit of extra speed? Then try pressing fire while you're moving. It gives you that bit of extra 'oomph' to your jumping ability too.

Wonderboy is made up of loads of areas and sub areas (like *Super Mario Brothers* and *New Zealand Story*) so it'll take absolutely ages to fight your way to the end. It's clear and cute, dead easy to get into but hard to finish, and probably the best Smash Tape giveaway since, ooh, *Batty*! What more could you possibly want?





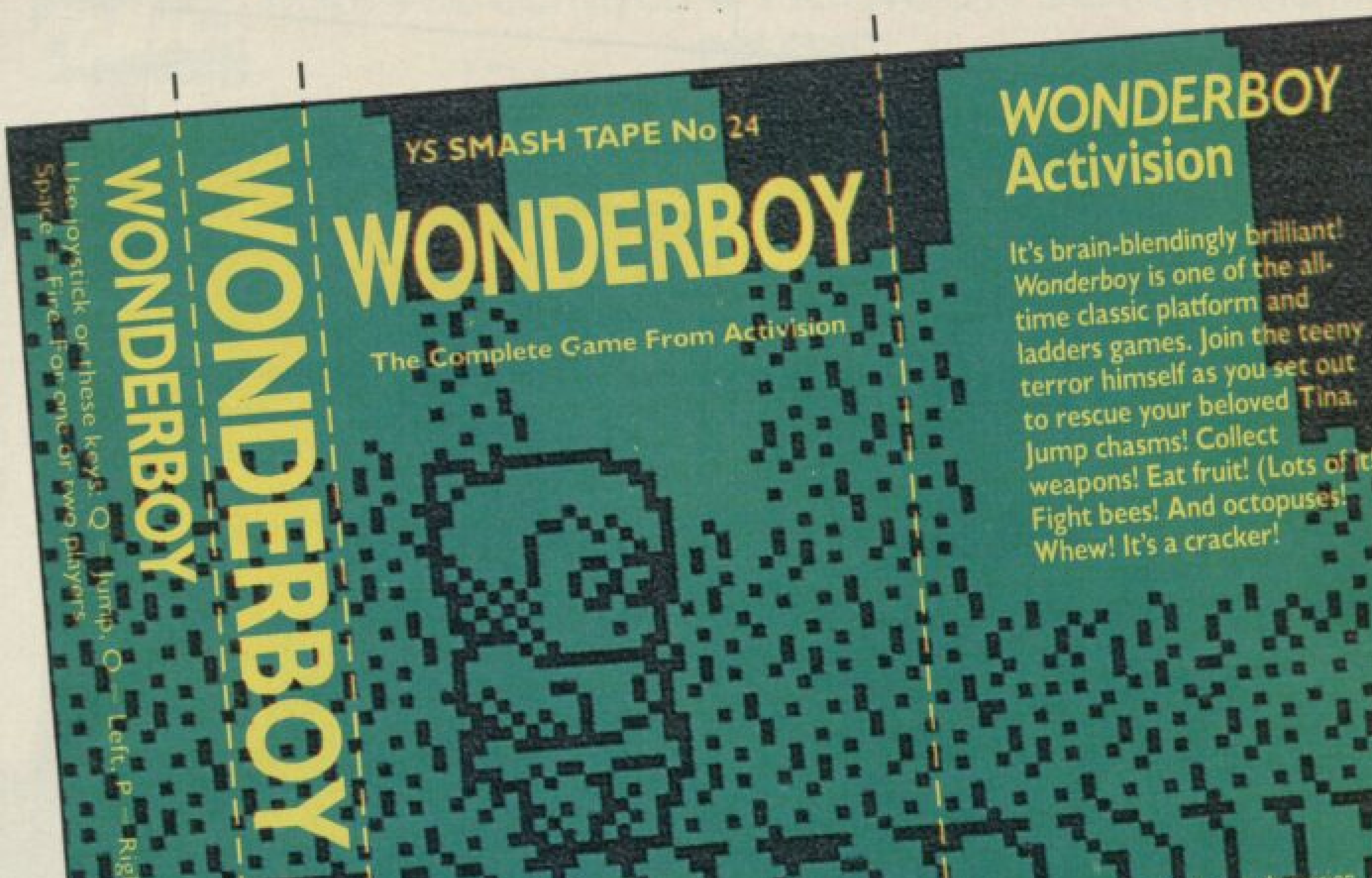
This is you, Wonderboy. Ain't ya cute? Just watch the way you run, with your little legs jabbering away like nobody's business, but your body staying rock steady and still. Obviously a fashion leader with those nappies, too.

Inside weird egg- shaped rocks there are some lurking goodies! Is it an inexhaustible stream of throwing axes? Or a fairy to make you invulnerable?

This is a baddie. (Boo! Hiss!) There are snail things, jumping octopus things, bee things, scary walking doll things, horrible frog things, whirlwind things, in fact all sorts of thing things. Shoo, go on, shoo!

Ah, fruit. Lots of lovely fruit. Honestly, Wonderboy eats so much of the stuff he'll turn into one if he's not careful! (Still, it gives lovely points and energy, so it's not to be sniffed at.)

This is a big hole! Don't fall down it (or you're dead).



SMASH TAPE NO25

SIDE 1

THING!
That's you - the funny little chappie in the middle with the big nose. There's your ball floating next to you, but what's that spooky face doing?? Doesn't look very friendly, does he? Better nip through the door behind you sharpish!

RIDING THE RAPIDS
Dodge the rocks! Slip through the time gates! Avoid the choppy bits! And when you can do all that, design your own course so it all gets harder. Blimey!





SIDE 2

THING!

Players

The Thing is a galactic post creature, on a mission to deliver the mail to a chap called the Dingalinger Overlord and thus prevent all-out thermonuclear war. The 'mail' takes the form of a metallic ball creature with squishy innards, which the Overlord is going to have to do a spot of negotiating with. But before this ball creature will agree to meeting the slightly-loopy Dingalinger he insists the Thing perform a series of tasks.

That's what you have to do then — control the Thing as he makes his way around 26 levels, collecting and then matching up objects. Vicious Dingalinger thugs try to prevent him completing his task, while teleport phone booths and the ball's rather nifty ability to turn into a high-tech servocannon go some way towards helping him out. Pretty backgrounds, smooth scrolling and a seriously cute and fluffy central character make *Thing!* a very appealing game indeed (which is hardly surprising since it was coded by *Joe Blade* creator Colin Swinbourne).

To load: Type in LOAD""(Enter). If you've got a 128K Spectrum, you should first select 48K BASIC.

Controls: Keyboard or joystick. Use left and right controls to move around the planet. Press fire to operate the cannon weapon contained in the ball. To complete a task collect two or more objects (found hidden in capsules on the planet surface) and use them together. But be careful! Use the wrong ones and you could be in trouble!

RIDING THE RAPIDS

Players

Riding The Rapids is a canoe race game, featuring all sorts of obstacles like rocks, islands and sand banks to complicate matters. There are four courses of white water action, in each of which you must negotiate a series of poles, always leaving them to the right. Miss a pole and you'll receive a five second penalty. Miss a gate and you lose a big two seconds. Capsize and you'll have to paddle frantically in all directions to right yourself. An added extra level makes it possible to design and alter your own courses, adding rocks, rapids and other hazards wherever you want.

To load: LOAD""(Enter). In 128K press LOADER OPTION.

Controls: Joystick or keyboard. Left = Q; Right = P; Forward = O; Back = A.

See Your Sinclair 48 for controls.

Three Complete Games From Players!

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YS SMASH TAPE No 25
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RIDING THE RAPIDS
A Complete Game From Players

HEROES OF KARN
A Complete Graphic Adventure From Interceptor

FOLD

THING!
Players

Complete ten tasks on a hostile world to avoid nuclear war! (Blimey!)

RIDING THE RAPIDS
Players

Four levels of canoe simulator with added course designer.

HEROES OF KARN
Interceptor

Complete graphic adventure.

All games © *Your Sinclair*/Interceptor

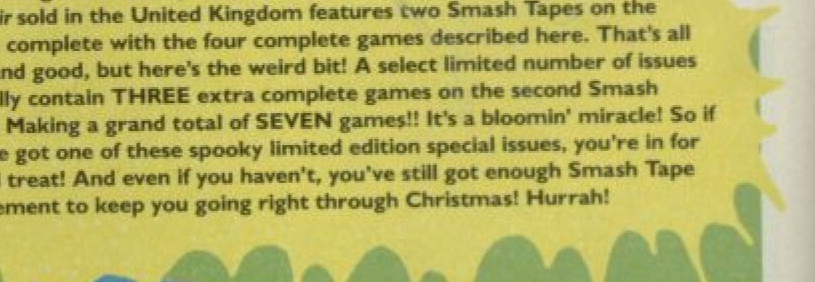
Something weird and spooky has happened! Every single copy of *Your Sinclair* sold in the United Kingdom features two Smash Tapes on the cover, complete with the four complete games described here. That's all well and good, but here's the weird bit! A select limited number of issues actually contain THREE extra complete games on the second Smash Tape! Making a grand total of SEVEN games!! It's a bloomin' miracle! So if you've got one of these spooky limited edition special issues, you're in for a real treat! And even if you haven't, you've still got enough Smash Tape excitement to keep you going right through Christmas! Hurrah!

SMASH TAPE NO 25

SIDE 2

HEROES OF KARN
Interceptor

This is a very well known and successful graphic adventure, and a tricky one to boot! Simply load it up and follow the on-screen prompts.





TAPE TRUBBS
Oh no, *Wonderboy* won't load!! What a catastrophe! Or perhaps it's *Thing!* that's causing you trouble. Whatever, after you've finished fiddling around with recording levels and wot not to check it won't go in, follow this simple *YS* Plan To Cassette Happiness. Just pop the faulty cassette in an envelope, add a stamp addressed envelope for us to send a new cassette back to you, and post it to *YS* Tape Returns No 24 *Wonderboy* (or No 25 *Thing!*), Interceptor, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berkshire RG7 4QW. A working copy should find its way back to you shortly!



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PICK ME UPS

When your arsenal of weapons starts to run low, various icons will suddenly appear in nooks and crannies on the screen. Blast 'em for the following extra goodies.



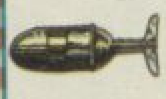
LASER SIGHT
There's only a piddly one pixel cursor on your gunsight to begin with. Shoot the laser sight icon to get yourself a much more workable laser sight which'll last you for the rest of the level.



BODY ARMOUR
Grab yourself one of these dead trendy combo jackets and you'll reduce your damage rating by half for the rest of the level.



MAGAZINES
You start off with five magazines – *Your Sinclair, ZERO . . . (What? Ed)* . . . er . . . rifle magazines, that is, each containing 40 bullets. But at the rate you get through the ammo they soon run out. Look out for the magazine icon when this happens 'cos it'll increase your already formidable arsenal.



GRENADES
GRENAAADE!!! You start off with three grenades at the beginning of the game, but if you shoot one of these babies it's grenades amundo!



POWER DRINK
Bottoms up! Wet your whistle with this little tipple and your injury level plummets.



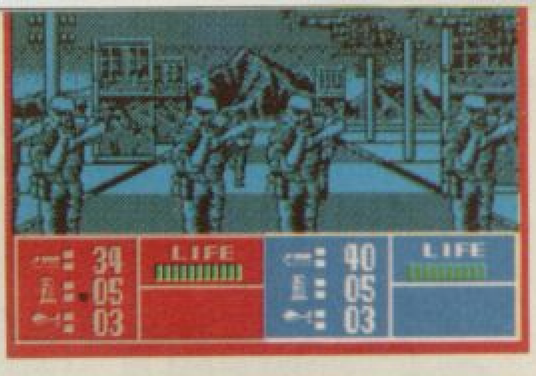
SHELL BOX
This is like a goodie box for mercenaries. It's stuffed full of extra magazines and grenades – and they all come gift wrapped. Blammo!



MEDICAL BOX
Blast one of these open just as you're about to pop your clogs and, hey Presto, your injury level goes down to where it started.



CAT
You'll probably have the RSPCA on to you after this, but shoot a cat and one of the pick-me-up icons (except for the laser sight and the medical box) will appear at random. Go on, kill a kitty today. (*You're fired! Animal Lover Ed*)



Level One. On The Road



OPERATION THU

Ocean/£9.99 cassette/£14.99 disk

Jackie It's big, it's mean, and it's as tough as my granny's sponge cake. What is it? Only *Operation Thunderbolt,* the most eagerly awaited shoot-'em-up sequel since . . . um . . . the second series of *Moonlighting.* And is it a corker or what?

Similar in plot to its big brother *Operation Wolf,* your mission in *Thunderbolt* is, of course, to rescue the hostages. This time round though there are eight levels ahead of you (or nine if you count the final hostage scene), the baddies are bigger and tougher and more numerous than before, and you also get the option of taking a chum along into the fray with you if you want – 'cos just like the arcade version, this game has a spanky two player option.

As in *Wolf,* you begin the game armed with a complete energy level, an Uzi, five magazines and three grenades. The aim of the game is to shoot everything in sight. But, pumping away at the fire button, it's difficult to suss out exactly where you're firing at first, 'cos in *Thunderbolt* there's no large cross hair à la *Wolf.* Instead the only sight you have for your gun is a one pixel cursor which gives you a minimal idea of where your shots are falling. You can lose a few shots to get the feel of your weapon (oo-er), but your best bet is to keep your eyes peeled for the laser sight icon which appears near the beginning of every level. This'll give you a laser sight on your gun for the rest of the level. Not as big as the *Oppo Wolf* cross hair, but still very handy.

Once you've sussed out the firing system it's down to business. On each level you have to take out a certain number of baddies, tanks, dinghies and helicopters in order to move on. Unfortunately, though, you only have a limited amount of ammo with which to do this, but there are extras to be found. Keep your eyes peeled for the following icons – body armour, which'll reduce your damage level by half for the rest of the level, extra ammo, in the form of magazines, grenades and shell boxes, and a power drink and medicine box which'll revitalise damaged energy supplies. Cats (of the bewhiskered variety) are also unlikely providers of extra weaponry and energy.

Your first task is to make your way down a terrorist-infested road towards a church where a spy with vital information is hiding out. Blammo! The first screenful of baddies hits you like a kick in the teeth. 'Cos unlike *Wolf* with its left/right scrolling (but just like the arcade game) *Thunderbolt* opens up with an into-the-screen scrolling level and a barrage of big, big baddies leaping out of the screen towards you, unleashing a veritable hail of bullets, grenades, rockets, knives and helicopters. Blasting your way down the road takes some doing. The terrorists can be dispatched with one bullet, but the helicopters need a lot more shots before they can be destroyed. But waste your quota of baddies and make it to the church without sustaining too much damage, and it's on to Level Two.

This is a left/right horizontal scroller and takes place in the enemy's ammunition depot. Destroy the

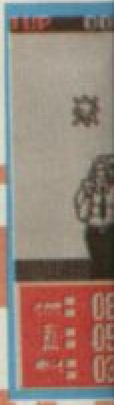


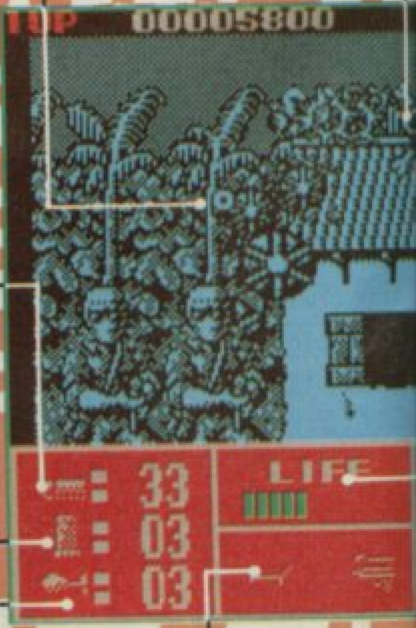
Level Five. In The Dinghy





Level Eight. Flying Tonight





LASER SIGHT
A bit different from Oppo Wolf, eh? This little round dot is the laser sight for your gun.

SKULL AND CROSS BONES
Yikes! I've hit one of the hostages. There they go, up into the wild blue yonder.

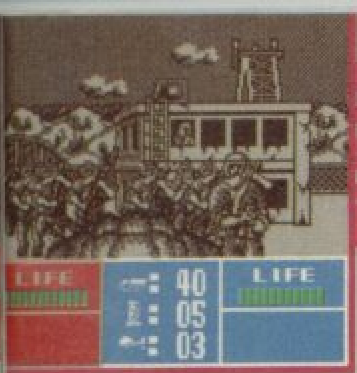
BULLETS
This indicates the number of bullets left in your current magazine. Each magazine contains 40 bullets.

MAGAZINES
This shows you the number of magazines you have left at your disposal. Not doing too badly at the moment.

GRENADES
This is the number of grenades you've got left. Three, eh? A nice odd number.

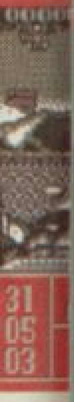
ICON BOX
This little box shows you what extras you are carrying at the moment.

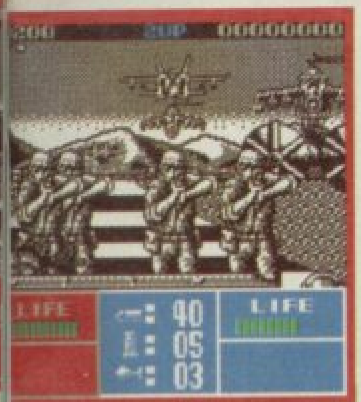




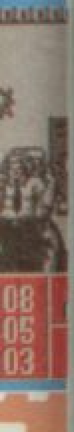
Level Two. The Munitions Dump

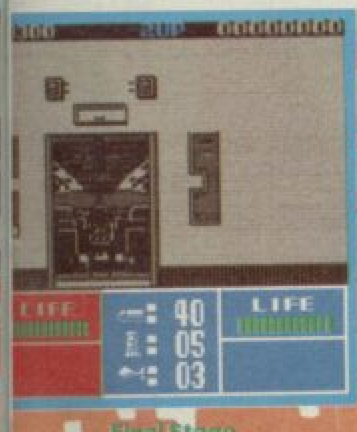
UNDERBOLT





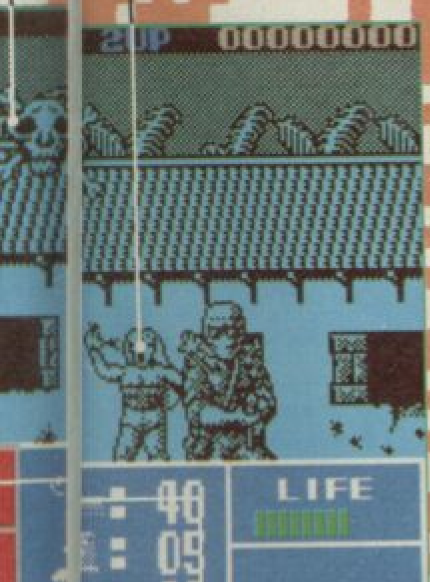
Level Seven. On The Runway





Final Stage, Shoot Out

THE HOSTAGE
Keep the hostage alive until she runs off-screen to complete her rescue.



LIFE
Keep an eye on your life bar. It shows you how much energy you have left.

depot, pick up some more magazines, bullets and grenades, then jump into your jeep for Level Three. Make it through this (another into-the-screen scroller with you in a jeep) and you'll reach the hideout where the hostages are kept in Level Four. This is another left/right scroller, but, apart from blasting everything that moves, you've also got to release the hostages from the huts where they are being held. Do this by shooting the locks off the doors. Once the hostage moves off screen they are rescued, but if you shoot one by mistake you'll lose a life. Lose them all and it's end of game for you, matey. So beware of that itchy trigger finger.

Into your boat for Level Five, and another into-the-screen scroller. Make your way across the water to the enemy headquarters where the other hostages are being held. Then battle on into the headquarters in the left/right scrolling Level Six. Right in the thick of the enemy camp there are terrorists coming out of the ceiling as well as the floor. Rescue the hostages being held here and then it's on to the into-the-screen scrolling Level Seven, where you must hotfoot it down the runway after the terrorists.

Level Eight is yet another front view scene. This time you are inside the plane where the terrorists have taken refuge. Pick off the terrorists without shooting the passengers already onboard. As in the hostage levels, lose a passenger and your energy level will drop. Get this far (and it'll take some doing, that's f'sure) and there's just one more task to complete. The pilot of the plane has been taken hostage by the terrorist leader. You must take careful aim before trying to kill the dodging terrorist without harming the pilot. Rescue the pilot and you complete the mission and end the game. Lose the pilot though and it becomes impossible to fly the plane, so the game's over. Aww, and just as you were doing so well too.

Operation Thunderbolt is one of the most slickly programmed games I've seen in a long time. It's fast, smoothly scrolling and a blast a minute. The basic game may be much the same as *Operation Wolf*, but with *Thunderbolt*'s longer length, bigger and more numerous sprites, varied scrolling, extra final showdown shoot-out and two player option to boot, it's more than worth shelling out for. Go get a copy now.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
90°	88°	93°

DIAGNOSIS

A brilliant shoot-'em-up with enough variation from the original to stand as a separate megablast all in its own right.

INSTANT APPEAL 95°

93°

JOYSTICK JUGGLERS



Matt 'Matty' Bielby Mysteriously relieved of his swooning powers, Matt has taken to performing outrageously dangerous stunts in a bid for recognition. "I'm just popping out," quoth the former swoonsome the other day. "I may be some time." Next thing we heard was a commotion from the street. There we was, balanced on a high wire, juggling three Russian dwarf hamsters!



Jack 'Meadowlark' Ryan No sooner had we discovered Jackie's lifetime ambition — to be an international basketball star — than her hopes were cruelly dashed. She was rejected by the Harlem Globetrotters selection committee, despite dashing the entire length of the court, speedily nipping in and out of the legs of the opposing team. Still, the committee said they would keep her on the Short List.



Duncan 'Bovril Body' MacDonald Yep, Dunc is back! You thought he was going, we thought he was going, he thought he was going, and guess what... he went. Quietly, silently, and sort of stealthily, at six o'clock. Then, as if by magic, next morning at nine, he spookily returned. Weird or what!?



Marcus 'Out On His Ear' Berkmann The resident *YS* flyboy has come unstuck! He's been unceremoniously booted out of the RAF after an unauthorised wing walking stunt at 20,000 feet. Although disappointed by the Court Martial decision, he does have plans for a new future. "I'm thinking of launching a new low-cost trans-Atlantic airline. I think a 15 quid return flight to New York should bring in the punters," he told us.



David 'Wooley' Wilson Fresh back from his Outer Hebrides tour, we asked Whistlin' how it had gone. "Brilliant," he retorted. "I had about 4,000 at every venue!" But surely that figure exceeds the total number of islanders!? "People!?" said the baffled young crooner. "I mean sheep! They've a finely honed musical ear, you know."



Kati 'Itchy Feet' Hamza Yep, the 'New Girl' is back. It appears she got a new job as a plasterer, but got bored after a week, and set up her own snail farming business. "Yes, it's the most profitable form of farming there is!" she enthused. "Do you think I could get to review some French software? Maybe I could get some good snail import contacts." Hmmm!



Richard 'Rich' Pelley Rich Pelley's dramatic career rise continues apace, from former Ready Brek packer, through *Spectacular* fanzine, and now on to the hallowed pages of *YS*. What is the secret of his near legendary success? "Well, I never ever eat anything bigger than my head," he offered. "I wouldn't touch, I wouldn't look at it!" Anything else? "Bribes?" Ah!



Robin 'Honest Rob' Alway Introducing Robin, or Mr Money as he's known in the *YS* office. He's never short of a scheme to turn a fast buck. Why, only this month, our Jack has been buying up the Alway-patented Instant Growth Syrup as if there's no tomorrow. Mind you, the only instant growth we've witnessed has been the phenomenal swelling of Robin's bank account.

YS SCORES

90°-100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues—we guarantee it! Any game that scores a total of 90° or above gets the esteemed *YS* Megagame rating. Coo!

80°-89° PDG (Pretty Damned Good)! Well worth digging deep into the old dosh bucket for.

70°-79° Very enjoyable, but might not have lasting appeal for everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy.

50°-59° Pretty average. Very average in fact.

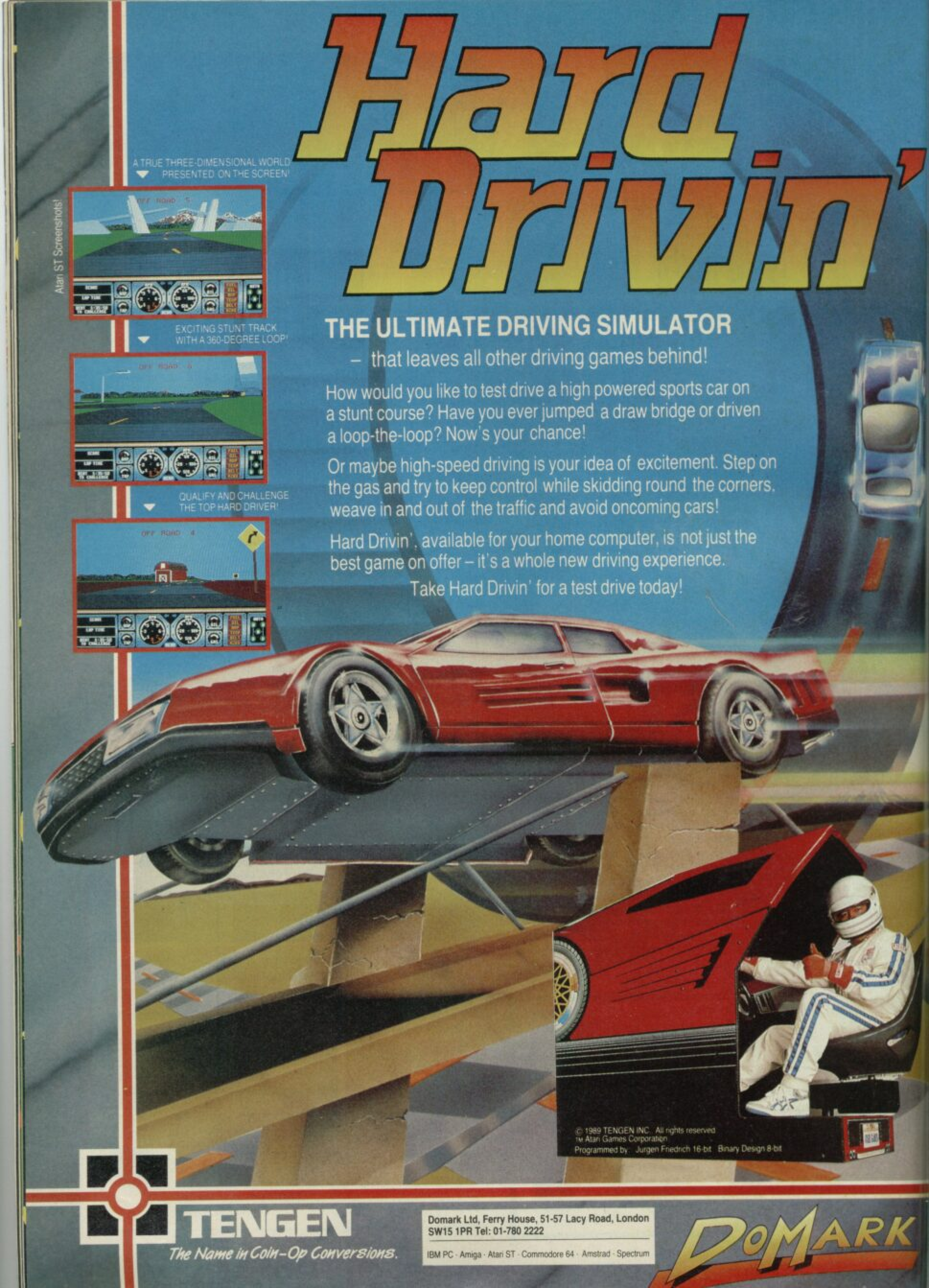
40°-49° Erm, below average (believe it or not).

30°-39° Due to be hospitalised.

20°-29° Very poorly.

10°-19° Critical — not expected to last the night.

0°-9° Clinically dead.


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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

LIKE, IT'S GNARLY!

Yo, Ed dude! Like, after some major distance in time, *Hacker* finally appeared through my mail box. Like, totally wild and gnarly, huh!? Give my thanks to Gary Shepardson! You're one gnarly, wild and crazy guy! Oh yeah, and less of the apologising, Mr Ide — at least I got a copy! And guess what else arrived today? (*Like, I dunno, man! Ed*) Go on, no clues, just like, have a guess! (*Like, I totally don't know, man!! Ed*) Yes, that's right, an incredibly large overdose of the pollutant tarts. Now, moan about that, one-child-only-Greenpeace, or whoever you is! Oh, by the way, The Cowboy has got the total hots for Emma 'The Squaw' Norton, though he denies it! Like, byeee for now!

Psi 45
Bradford

PS Kick ass, 49ers.
PPS *Your Sinclair* is just the wildest, gnarliest, totally awesome mag in the relative dimension.
PPPS That's it, I'm totalled.

Like, er, it's real gnarly that you got Hacker at last, man, and... er, consider your gratitude passed on. Erm, gag me with a spoon, and... er... barf out! **Ed Dude.**

Frankly, I haven't got the slightest idea what the pair of you are wittering on about! **T'zer.**

COR BLIMEY! DO THEY MEAN US?

I am writing to thank you for the amazing *Dream Warriors* that was on a recent *YS* Smash Tape. It has to be the best free game ever! The playable demo was also brill. The reviews and features are the best of all the mags, the compos are amazing! Well done, *YS*!

Derek and James
Kilmarnock

I can't wait 'til James has a male offspring, 'cos then you can sign yourselves Derek, James and Son, and the title I gave your letter would make sense. Do they mean us? They surely do!!?! **Ed.**

SAY NO MOWER, SQUIRE!

Speaking as a pro mower, I would like to offer my services to endorse Gardensoft's sequel to the incredible *Advanced Lawn Mower Simulator* as given away free on your Smash Tape No 21. I think the sequel should feature my own personal favourite, the Mountfield Turbocut 3.2L with sunroof and fluffy dice, as well as, possibly, a 'trying to start the damn thing' sub-game (perhaps a joystick waggler? Oo-er!). I will endorse the product, and also playtest it for accuracy. So come on Gardensoft, *Martin Graaskov's Pro Mow* should be a sure-fire hit!

Martin 'Just Call Me Henry Ramsey' Graaskov
St Austell, Cornwall

PS My dad is Danish, hence the strange name.

It's not very surprising that grass cutting is your forté, with a name like Graaskov! As for endorsing Gardensoft's sequel, looks like you'll have to wait! Gardensoft tells me that its main programmers have been loaned to its parent company Greenhousesoft to work on a new project, Advanced Fuchsia Growing Simulator. *Three games may help alleviate the tedium of your profession!* **Ed.**

HAYELP!

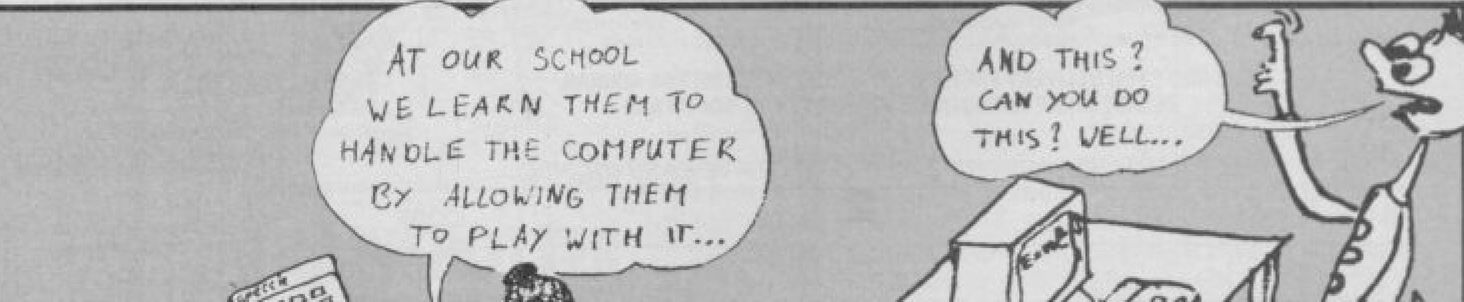
Could anyone help me out of my dilemma? I recently bought my disabled sister a Spectrum 128K+. She was over the moon with this, and we set it up and attempted to load our games. However, after many wasted hours and tears on my sister's part, she has just about given up.

I have tried to obtain a manual for her, but to no avail. Does anyone out there have a Speccy 128K+ manual they could spare, or else duplicate for us? If so, please contact the address below.

Heather Duke
Skipsea Service Station Limited,
Hornsea Road, Skipsea,
Humberside YO25 8ST

We've printed your full address, so hopefully some kind soul will be able to help you out. What about it, readers? **Ed.**

DOODLEBUGS



Guten tag, buenos dias, and bonjourno, multinational Doodlebug fans. Bit of a smart offering for you this time, a sort of a Wonderful World Of Doodlebugs offering in fact! It's from *Eddy Oosterhuis*, a resident of our favourite place, the Land of the Clog. Eddy says "I hope these Doodlebugs haven't lost anything in the translation!" Erm, well, er...

Are you capable of penning a belly laugh, chortle or titter inducing etching? Well, don't dawdle, send your artwork (in black ink only, please!) to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. Anything that gets printed wins a game!

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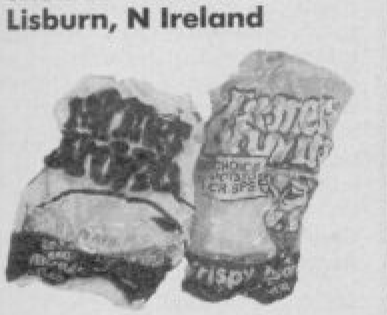
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Letters

CRISPY BAKED OR HALF BAKED?

Stick it in the oven for a few mos, and Bob's your uncle! (*Eh? What's he on about? Ed*) Here's one I prepared earlier... Yes, as luck would have it, I have produced the world's first CBB — that's Crisp Bag Badges for all you dumb-dumbs out there! Snazz up your jumper! Dosh up your coat! Wear a different flavour every day!

Thomas Vanner
Lisburn, N Ireland



Er, very useful, two shrunken crisp packets, erm... but they're a tad undercooked for my liking. **Ed.**
Oh, I don't know about that. Scoffle! Munch! Munch! **Snouty.**

YS VS AUSSIE SOAP

I am writing to you to say that I'm grounded for ages, and the only things to do are either to watch *Home And Away* or read YS. Quite obviously, I have been spending a lot of time reading YS! Not only am I grounded, but I'm not allowed to use my Speccy or watch TV in my bedroom, or spend my money. So in other words, I might not be able to get the next issue of YS.

Anyway, I've never won anything from *Your Sinclair*, not even a book on trains! (Not that I want one!) So please send me a badge!

Ian Williams
Treharris, Mid Glamorgan

Since you've obviously committed a very serious crime, I mean serious enough to ban you from getting a copy of YS, I don't think you deserve a YS badge, do you? Well, alright, I suppose missing YS for a month is more punishment than any mere mortal deserves! **Ed.**

STOP IT!

What gives with all the remarks about the Commodore 64!? Some of us do own more than one computer, you know! I am certain that if you were truthful you would admit that the CBM 64 has the edge over the Speccy (colour, sound, memory, to mention a few). So stop all the remarks about the Commodore or I will tell everyone what your friends used to call you at school!

R Richards
Nottingham

The Commodore better than the Speccy? You must be off your chump, chum, but please don't tell everyone what they used to call me at school! **Ed.**
Go on, write in and tell us all what they used to call Matt at school! **T'zer.**

TAPE TRAVELS

It's amazing how a YS Cover Tape can get to Yan Hards in deepest darkest Africa (issue 39) and not to someone in New Zealand! Is someone nicking them on entry to Godzone? Also, can you do something about getting the mags here sooner, as the latest issue around is May's!?

Marc English
Christchurch, New Zealand

Hmm, we had heard from another Kiwi that some NZ distributors were removing tapes and stamping 'Not Available In New Zealand' on the cover. I don't know if this is the case, but the tapes should have been there. However, in future, because of this and other problems, only subscribers' issues will have the free tapes. So, basically, git yerself a subscription, cobber, that way you'd be sure of getting the free tapes, and of getting your issues a lot cheaper and sooner. Happy Easter to all our Kiwi readers who don't have a subscription!! **Ed.**

ERM, THE POETRY BIT

YS is cool,
Like you don't buy it,
You'll be a fool.

YS is skill,
As jampacked as Rhyl. (*Eh? Ed*)
The chances of unsatisfaction,
Are absolutely nil.
So amazing are the Smash Tapes,
More juicy than sour grapes,
Playable enough for even mad apes!
Doesn't cost too much bread,
It boosts your street cred,
The greatest mag in the world,
YS.

Scott 'Renegade Mad' Brennan
Dundee

Thanks a lot, Scott,
For your wonderful rhyme,
I would have printed the rest,
But I didn't have time.
I'm sure that I'm correct,
To say you like 'free verse',
I spotted this from the fact,
Your last line doesn't rhyme! **Ed.**

KINDLY LEAVE THE STAGE

Hello there! It's time for the YS Gong Show again, and here's the first contestant, **Jim Wellman** from London. Take it away, Jimmy...

A monkey was trained to eat with a fork in a laboratory. He called the fork his four-point tool. One night he escaped back to the jungle and took the fork with him. However, it went missing.

So the monkey went to the hippo and said "Have you seen my four-point tool?" and the hippo said "No".

Then the monkey went to the giraffe and said "Have you seen my four-point tool?" and the giraffe said "No".

Finally the monkey went up to the jaguar and said "Have you seen my four-point tool?" and the jaguar said "Yes, I've eaten it!" and the monkey said "Why?" and the reply came back (*Wait for it... Ed*) "Because I'm a four-point tool-eater Jaguar!"

Gong!!

(*Never mind the gong, he should be shot! Ed*)

Mega-groan!! Can you beat the YS gong? If you fancy your chances, send your jokes to Kindly Leave the Stage, YS, 14 Rathbone Place, London W1P 1DE. A gleaming YS badge goes to the writer of every joke printed!



TRAINSPOTTER AWARD

A SHREWD READER WRITES...

It looks like you've boobed again! Page 49, July 1989, *Win A Day Shark Fishing* Compo. The picture is of someone holding a shark and the caption reads "That's not a fish, it's a flaming shark!" So what do you think a shark is, a mammal!!?!? I hereby claim my Trainspotter Award.

Andrew Goulthorp
Nelson, Lancashire

You're wrong, matey, so ner! A shark is a small, long, snouted mammal that spends most of its time in subterranean burrows and runways and... **Ed.**
That's a shrew. **T'zer.**
... lives on... er... pardon? **Ed.**
That's a shrew you're talking about. **T'zer.**
Erm, okay you can have one. **Ed.**

YS GETS MY GOAT

In *Dr B's Clinic* in the October issue, under *Back To Skool*, I'm the one who sent in the answer to Andrew Tullock's gamesnag but Dr B called me Andrew Whittaker! Oi, Marcus, the name is ANTHONY Whittaker!

Get it right next time — and don't call me a goat! You do, and I'll come up and luzz a frog up your trouser leg!

Anthony Whittaker
Newbury, Berks

Oi! There'll be no 'luzzing of frogs up trouser legs' in this office! **Ed.**
(Sound FX: Luzz! Squiffle! Croak! Skrungle! Croak!)
Aaargh! No! Gerrof! Heee-heee-aaargh! **Ed.**
He heh! **T'zer.**

CLOT

I must congratulate YS on being the most brilliant mag out! Your brilliant Smash Tapes like Movie and *Dustin* leave other mags standing. My favourite bits are the Letters page and the *National Rescue* strip. The one bad thing is that I'm claiming a Trainspotters Award. In the June issue, in the *Pssst* section, under the heading *Tune Into Radio YS*, you put that you were on the air on the 21st and 28th of May. Since May comes before June, how could we listen to it?!?

Paul Riley
Bolton

PS Just realised you publish the mag half a month earlier than the cover month itself! Silly me. Can I have a Trainspotter for spotting a mistake in my own letter please!?

No. **Ed.**

MEGA-BISH (EH?)

What's happened this time? I was looking through my back issues of YS when I discovered in the July issue a mega-bish with *Dragon Ninja* and *Total Eclipse*. You had written *Dragon Ninja Part 2*, which is wrong because there hasn't been *Part 1*! And instead of *Total Eclipse Part 2*, you had just written *Total Eclipse*. I think because of this mistake I should get a Trainspotter.

Thomas Hodge
Bradfield, Berkshire

What's a mega-bish? **Ed.**

Letters

SMALL PRINT

I hate it when you say 'clot', so stop it or I'll have to kill you!
Mark 'The Mean Man' Renwick
Morpeth, Northumberland
Blimey! **Ed.**
Clot! **T'zer.**

I think T'zer needs braces.
Stephen Graham
Northern Ireland
I think my trousers are held up quite adequately by my belt, thank you very much! **T'zer.**

So much for Elvis Presley being dead. I reckon he is still alive and has just taken the pseudonym of Davey Wilson!
Darren 'King Of The Wheelie Bins' Rawley
Farnham, Surrey
Hmmm, we wondered why he sported those ridiculous side burns! What have you got to say for yourself, Davey? **Ed.**
It's one for the money, two for the show... **Davey.**
Shut up! **T'zer.**

Oh, and loads of PSs, as you may still have a chance of getting a bit of it in Small Print.
Steve "I Know How To Get A Letter Printed In *YS*" Smith
Salisbury
That's what you think! **Ed.**

My favourite word is 'snoogle'!
Stephen Fields
Solihull, West Midlands
Oh yeah? Well, snoogle off! **Ed.**
That wasn't very nice, especially after he sent us those scratch 'n' sniff Garfield stickers! **T'zer.**
Er... Soz! **Ed.**

HANDY HOUSEHOLD HINTS NO 26

Hands up all of you out there with a rubber-keyed Speccy or Speccy +?

That many? Handy tip if you start to get keyboard troubles (ie some keys don't or only partially work!). First UNPLUG YOUR SPEC, then undo the screws on the case. Remove the top part of the case slowly — very slowly in the case of the 48K+ because it has a reset switch. Now, you will see two wide plastic strips going into two upright interfaces (plastic things which stick upright for the non-technically minded). Pull out the plastic strips from the interfaces and look at them.

If the gold lines on the strips are faded and worn where the plastic curls over into the interface, or the plug is a bit worn, then this is the cause of your problem. (If the gold lines are not worn out then reassemble the Speccy and send it off to the repair shop!)

To set things right, simply pull off the thick plastic plugs at the bottom, then cut the worn ends off with a pair of scissors, leaving nice solid strips to stick the plastic plugs back on to (making sure you stick them back on the way they came off!). Now simply plug the strips back in, reassemble, and then try out your handiwork. If it doesn't work, then you've probably got the plastic bits which strengthen the strips on the wrong way round. Unplug the power again, take the Spec apart, and make sure that the gold strips are touching the pins and that the plugs are not obscuring them. Oh, and on the Speccy + there are two plastic strip holders at the back. Undo these before even starting!
Michael Carter
St Ives, Cambs

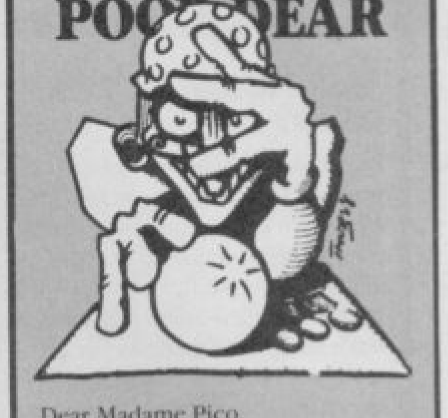
Well, that sounds straightforward. The cable ribbons of which you speak are more likely to wear at the 'plug' end, but if wear appears in the middle (where the ribbon is folded to fit inside the Spec) then cutting is not recommended 'cos the ribbons (plastic strips) will be too short for you to reassemble your machine! If you do feel brave enough to look inside your machine, always make sure the power is OFF! Also if your machine is new, and you poke about inside it, you'll risk invalidating the guarantee. **Ed.**

BRUV TRUBB

Help! I'm really down the dumper! It's my brother, y'see! Whenever I turn my back he mutilates my copies of YS. The only thing to cheer me up would be some software. (Hint hint!) Viva YS!
Gordon Quinlan
Clonakilty, Eire

Lordy, your bro certainly sounds a mite strange! Normally I would be inclined to stress the joys of brotherly love and comradeship. However, since he's mutilating your YS collection, I think drastic measures are called for! By purchasing a second copy of YS you would be able to take the cover from the spare copy and stick it on to your Dad's latest House And Garden *(or whichever mag your Dad enjoys). When your brother mutilates this, he'll be on to a dashed good hiding, I'll wager!* **Ed.**

OOH, YOU POOR DEAR



Dear Madame Pico,
I am very confused! You see, my parents, who I trust implicitly, have always maintained that babies come from the cabbage patch. However, of late I have been told a most disturbing and very different version of events by my Biology teacher! I know it is very wrong to doubt the word of one's peers, but someone must be telling porkies! Is it my Mum and Dad or is it Mr Tidmarsh?
Confused
Reigate

My, my, 'Confused', don't get yourself into such as state. I myself was also deeply shocked when I discovered that babies come from cabbage patches. It must be so cold for them, the poor dears. Consider the implications of someone who was not a keen gardener and left their cabbage patch untended. The infant could be out there for ages before being discovered. And it wouldn't be a sweet child at all but a scruffy little urchin completely devoid of social graces. Perhaps that is why there are so many rather rude people around, like the ruffian I encountered on the Number 2 bus last Tuesday evening. Anyway, I think your Mr Tidmarsh should be writing to me, and not you!

Dear Madame Pico,
Please help me! I have just finished my GCSE exams and everyone keeps telling me that I should have some idea of the career I would like to aim for. I know what I'd like to do, but nobody will take me seriously. Basically, the only job that I want is to be Captain Fishface. You know, that cheery, bearded chap sailing about the Caribbean, eating only the finest cod steaks, and singing hearty sea shanties at the drop of a hat. Can you advise me because my Careers Teacher is obviously inept?
Tom Staines
Dunstable

Well, Tom, luvvey, what romantic aspirations you have stirring in that young breast of yours. I think, however, that you should perhaps be a little more realistic. I mean, you couldn't expect to be Captain Fishface straight away, now could you? I expect you would have to work your way up. Do you have a good singing voice? Maybe you could join a local Gilbert and Sullivan society and convince them to stage a production of HMS Pinafore. *Also getting used to sea travel could be quite handy. I mean, all the finest cod steaks in the world won't do you any good if you haven't got your 'sea legs'. Perhaps some practice on the local boating lake could stand you in good stead.*

WONDERFUL WORLD OF SPECCY

I don't understand why the people try to prove that himself is a great deal depending that the rivals are a fiasco! Really I think *Your Sinclair* is great, but C***** also.

In my country we have an ancient proverb "In the land of blinds the one-eyed is king", that minds that if the other side is bad then I'm good, and it's not true!! (Maybe I'm better but still I'm bad.) But if the rival is good but I'm better than he, then I'm really great. C**** is a very good magazine, then YS is the best mag!
Javier Segura K
Peru

Erm, yes, er... I think I know where you're coming from, and you're absolutely right... I think. **Ed.**

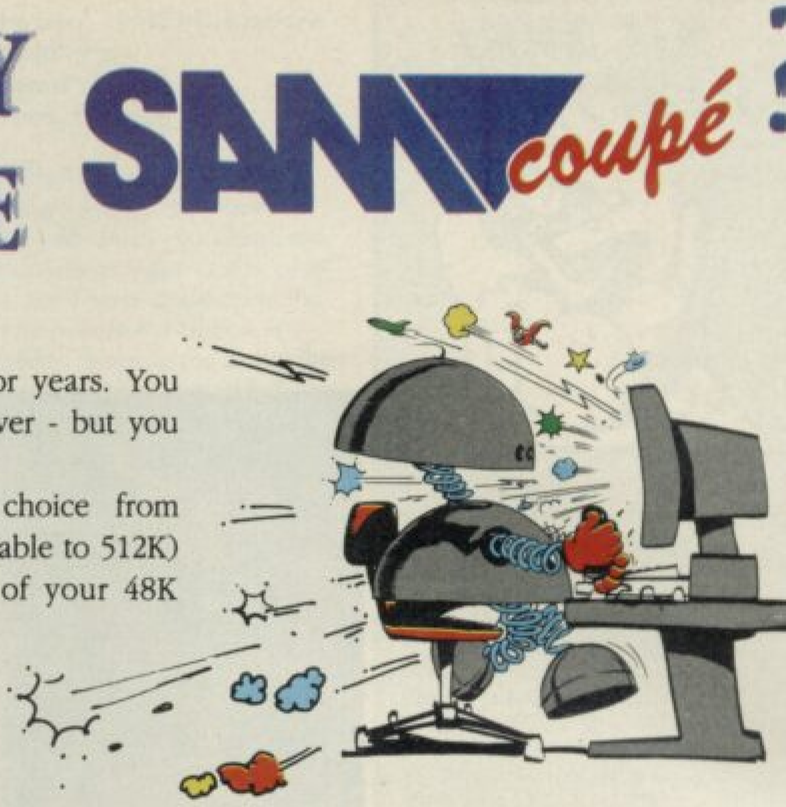


Marcial

Hello, I'm a boy of Gijón (Spain). I write for you in Spanish because I don't write very well the English. Hola, estoy encantado de saludaros y para felicitaros por vuestra maravillosa revista de Spectrum. Yo soy un devoto de los ordenadores y de las revistas do ordenadores sobre todo las de vuestro pais que son 'guays'. Solo les peñiria por el precio de la revista en España es de £2.95. The price of YS in Spain is £2.95. It's very expensive. Great! I want your magazine! Goodbye, see you again.
Marcial González Meléndez
Spain

Erm. ¡Ostras! Muchísimas gracias por tu photo pero ¿qué exactamente estás haciendo? Bueno la mejor solución para asegurar que tu YS sea una verdadera ganga es muy sencilla: ¡abonate a nuestraa revista! **Ed.**

SO WHY DO SPECCY OWNERS NEED THE SAM coupé?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.

The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.

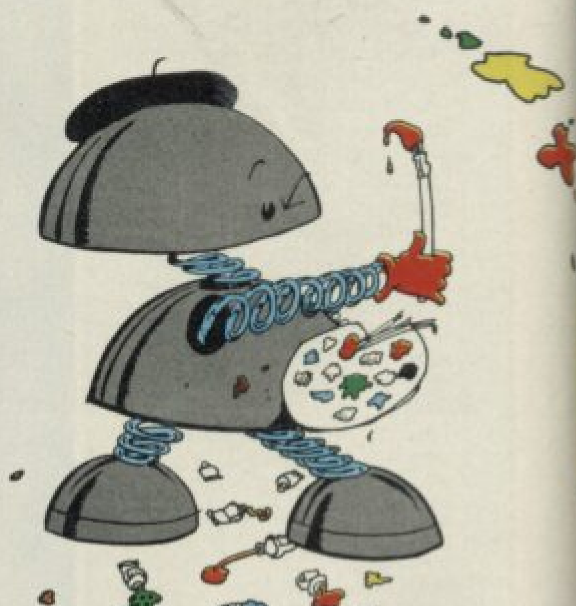


Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.

Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

Graphics



See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.

The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.

And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.



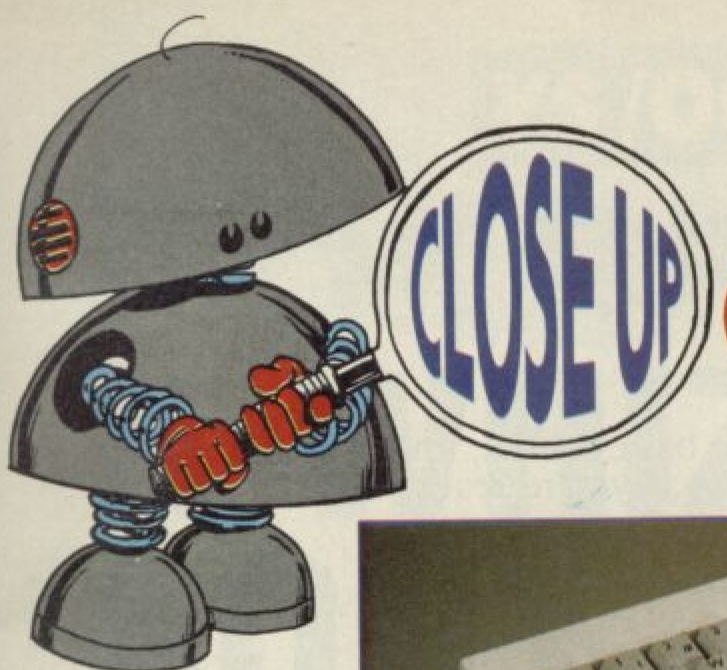
Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.

Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.

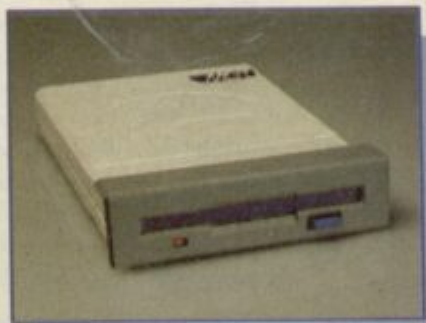


coupé

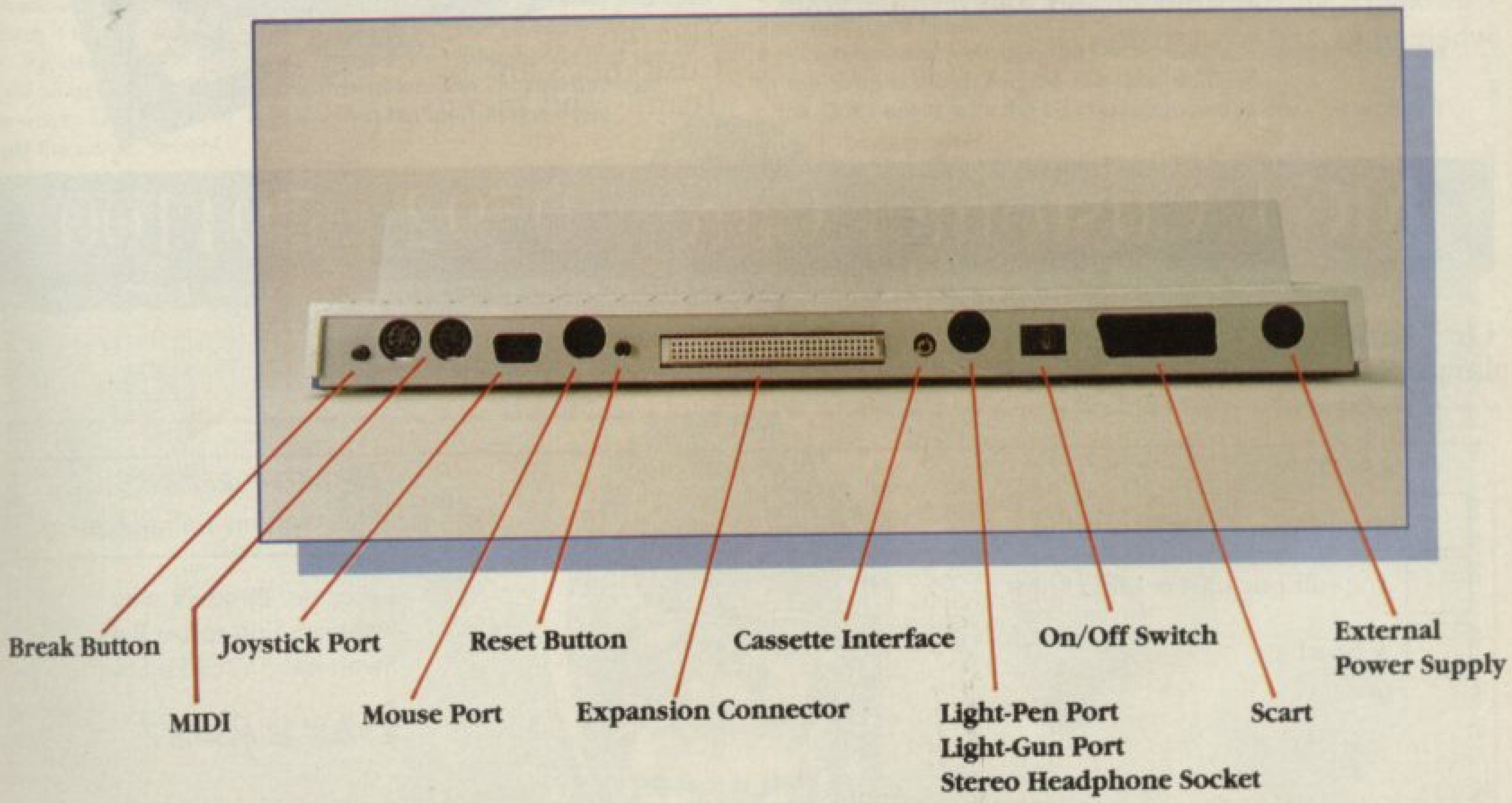


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The Coupé's slot-in disk drive



The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.



YS /OCEAN COMPO

WIN!

A WHIZZO SONY DISCMAN!!



Win! Twenty Copies Of *Operation Thunderbolt* And Ten Ocean T-Shirts!!

What's It All About Then?

Operation Thunderbolt – it's a game and a half, and no mistake! You probably know everything there is to know about it already. What d'you mean, no? Where've you been? Basically, it's an updated, two player version of *Op Wolf* with added 3D bits. Shoot all the terrorists and, um, that's it, sort of thing. And, as if you need telling, it's going to be mega!!

What You Win!

A Sony Discman! What a nifty little piece of gear this is! We thought it was so good when we last gave one away that we went out and got another! And now we're giving that one away too! Lumme!

It comes with a pair of headphones, repeat function, AMS search and a built-in display for the track number, amongst other whizzo features. You can also use it in your car (if you've got one) and even hitch it up to a pair of proper speakers at home (if you want)!

Runners up won't go home disappointed though. The first ten will all get a copy of Ocean's ultra-violent *Op Thunderbolt* and a wazzy Ocean T-shirt. And the next ten after that will just get the game. Yowsa!

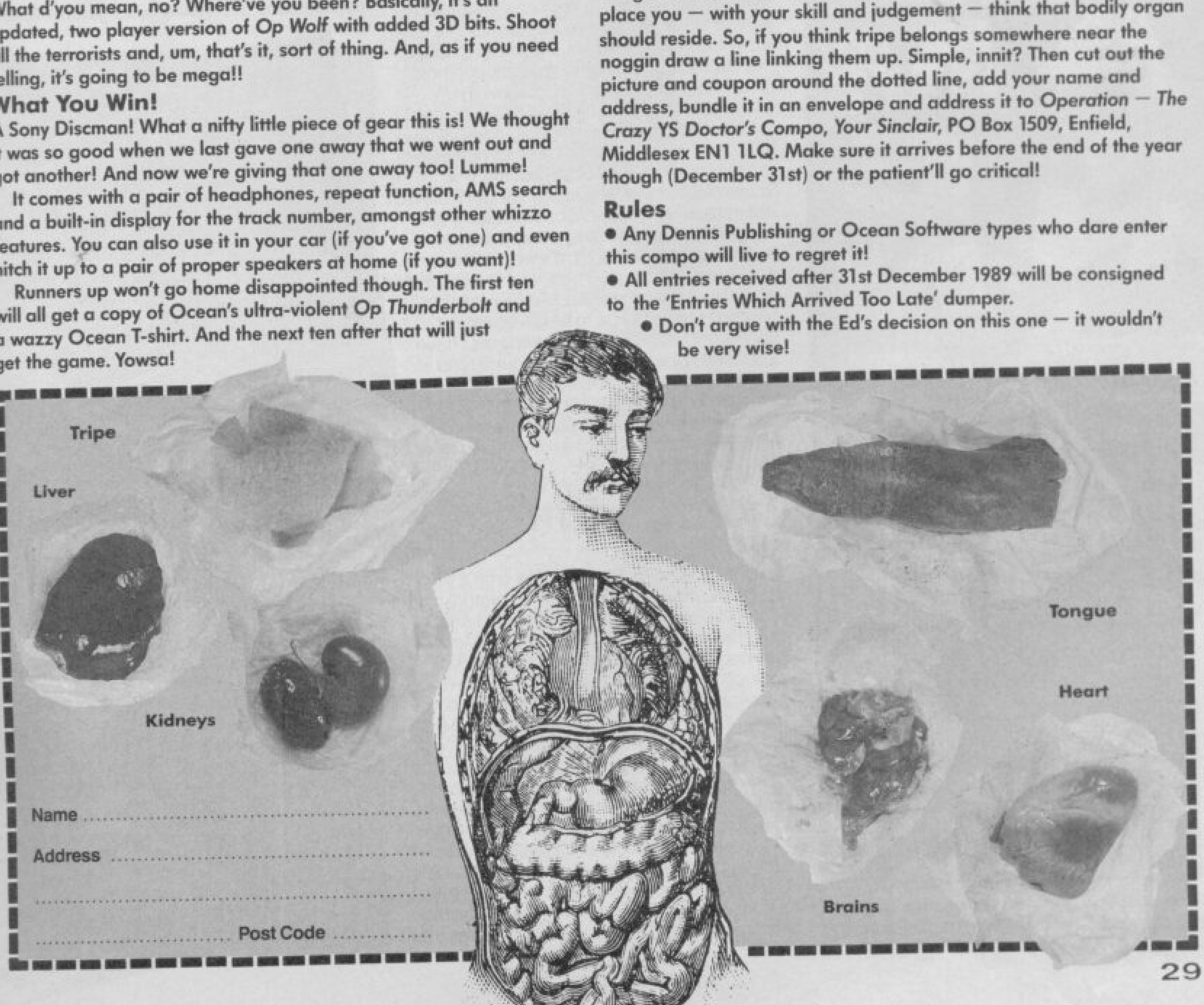
What Do I Have To Do?

A-ha! This is the tricky bit! How many famous operations can you think of? There's *Operation Wolf* (the game), of course, then there's *Operation Overlord* (the planned Nazi invasion of Britain or something) and then there's, um, ...*'Operation – The Crazy Doctor's Game'*! David used to play it as a nipper and he's a big fan! So here's *Operation – The Crazy YS Doctor's Compo*!!

What you have to do is this. You see before you a picture of the human body, and next to it there's a set of internal organs and things. Now draw a line linking each part of the body with the place you – with your skill and judgement – think that bodily organ should reside. So, if you think tripe belongs somewhere near the noggin draw a line linking them up. Simple, innit? Then cut out the picture and coupon around the dotted line, add your name and address, bundle it in an envelope and address it to *Operation – The Crazy YS Doctor's Compo, Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. Make sure it arrives before the end of the year though (December 31st) or the patient'll go critical!

Rules

- Any Dennis Publishing or Ocean Software types who dare enter this compo will live to regret it!
- All entries received after 31st December 1989 will be consigned to the 'Entries Which Arrived Too Late' dumper.
- Don't argue with the Ed's decision on this one – it wouldn't be very wise!



Name ....

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GOING DOWN

Another trip to the netherworld of cheapies with Mr Stingebucket himself, *Marcus Berkmann*! (*Where's that cheque? MB*)

BARGAIN BASEMENT

DALEY THOMPSON'S DECATHLON

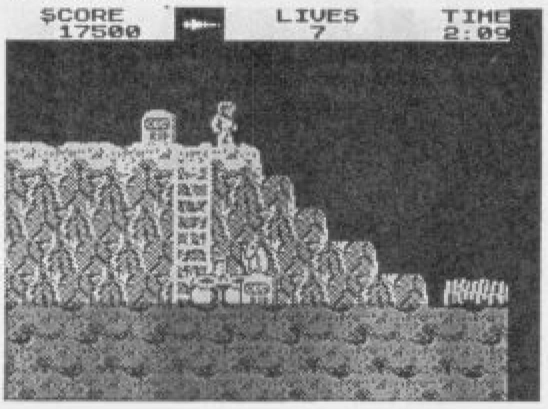
Ocean/£2.99



Back in 1985 when it first appeared, this was the business. Time, though, has been as cruel as ever, and now it looks a little seedy and well past its sell-by date. All the running events require simple waggling of the joystick – a craze amongst gamers during that period that must have seen off more sticks than a bonfire. Certainly, after *Daley's Decath*, you too feel as though you have been running and jumping and throwing things all day, and if you want unnaturally developed wrists, and huge pulsating muscles between your fingers, then go ahead by all means. For the long jump and the throwing events, it all comes down to achieving a launch at 45° (or as near as possible) and getting as close to the lines as possible. Pretty skilful, huh? No, the game is pretty impressive for a four years old, but has long been superseded by other games (many of them called *Daley Thompson's*...). For sport sim freaks only.

GHOSTS 'N' GOBLINS

Encore/£2.99

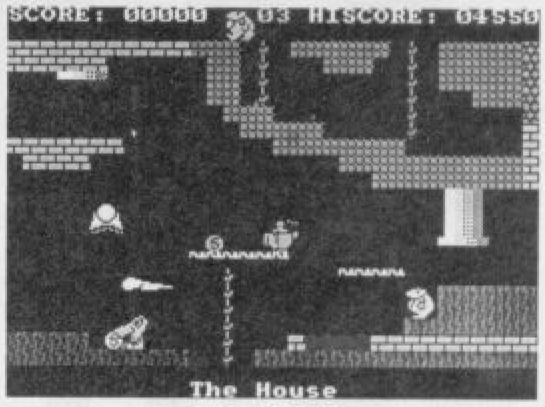


Oddly enough, I'd never played this before – even though it was number one for about a year in '85 or '86. Like many games that have followed it, it's a multi-scroller in which the distance you cover depends upon how many nasties you can kill and how many unpleasant nasties and projectiles you can avoid. Sounds a bit snoresville, doesn't it? Well, I thought so too, as I started battling through the first level or so, but there is something strangely addictive about it all. It's not easy, by any means, but the learning curve is not outrageously steep, and you soon begin to realise what's what. Of course, it all looks a little dated now, and the graphics are plain, to say the least, but you still find yourself coming back to it – even when you've got other games to review, as I have. Zombies appear from underground (zap 'em), some carrying cauldrons (collect 'em). Watch out for vultures (zap 'em too) – in fact, shoot first and ask questions later, if at all. Good stuff – I think just one more go, or possibly two...

MONTY ON THE RUN

Kixx/£2.99

Another splendid old game, this time a true platform-and-ladders arcade adventure with loads of pixel-perfect joystick control and general frustration and hair-tearing. Monty has escaped from jail, only to find that on the outside there are loads more platforms and ladders to be negotiated. To get through the trillions of well designed and often fiendishly hard screens, Monty needs to choose five items (from a large selection) for his 'Freedom Kit', and anyone who keeps their old copies of *YS* should find a list of the right things to choose somewhere in an old Clinic (it's a regular request). Both the graphics and gameplay are streets ahead of the *Jet Set Willy* blueprint, upon which most of these games were originally based, and perhaps Monty's greatest challenge is to get past the coal crushers – white and grey whatnots that crush anything beneath them. Trouble is, unlike everything else in the game, they're completely random, and it can be impossible to avoid being splatted. Some bits too require an awful lot of thought – on balance I'd say it's harder than *Wanted: Monty Mole*

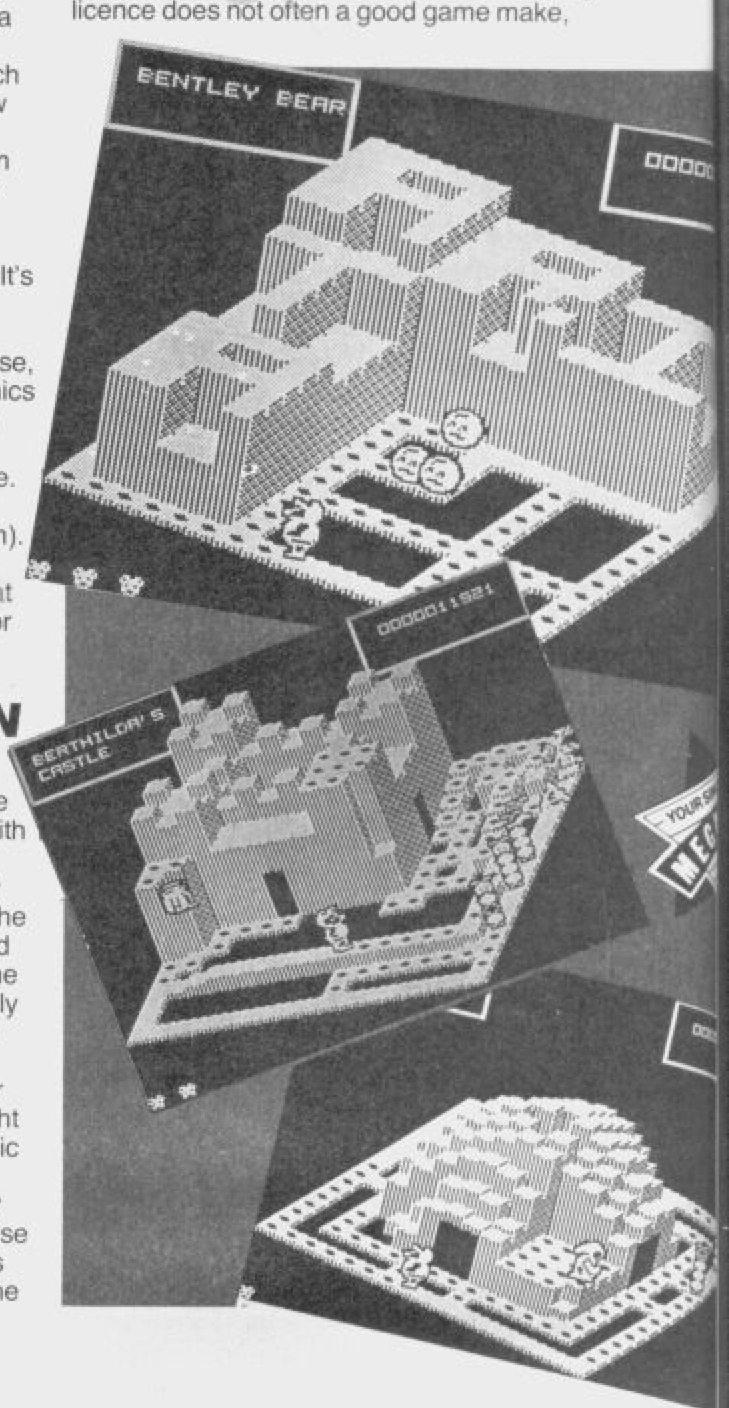


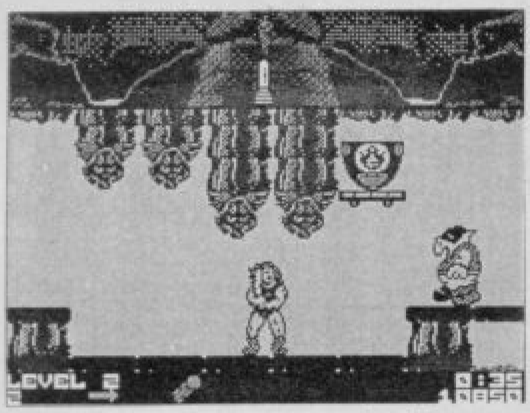
or *Auf Wiedersehen Monty*. And now here it is for £2.99. Worra bargain!

THUNDERCATS™

Encore/£2.99

A not dissimilar game to *G 'n' G*, but substantially less interesting. True, the graphics are lovely – including some very neat digitised backgrounds – but the gameplay, which essentially involves hitting everything you see with a giant sword, is mundane going on breathtakingly tedious. Naturally, to make up for this, the characters are all called things like MUMM-RA™ and BI-CEP™, and that's because it's all based on *Thundercats™* the cartoon, the comic, the T-shirt and the wibbly thing on legs. But, as we all know from past experience, a cracking licence does not often a good game make,

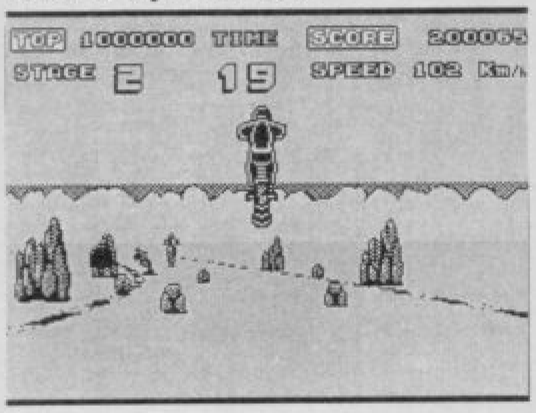




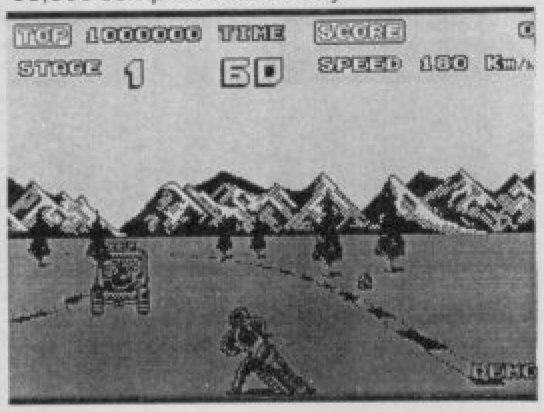
and *Thundercats*™ is no exception. Do you realise we gave this a Megagame last time round? What were we thinking of?

ENDURO RACER

The Hit Squad/£2.99



Ah, this is much more like it. There are no flies on *Enduro Racer* when it comes to good clean racing fun. For once, a racing game concentrates on gameplay rather than on number of tracks or prettiness of backgrounds, and although we're in strict monochrome here you'll play no more atmospheric and effective a burn-'em-up. It's fast, exciting and its five tracks come with a full complement of hazards — massive rocks that do more than stop you in your tracks, fences that need to be jumped over, huge dips and peaks in the road that stop you seeing what comes next. And for once the programmers have actually discovered what collision detection entails — there are none of those awkward I-wasn't-even-close crashes that budget titles especially are so fond of. A real cracker, and highly recommended, even if it has appeared on 56,000 compilations already.



CRYSTAL CASTLES

Kixx/£2.99

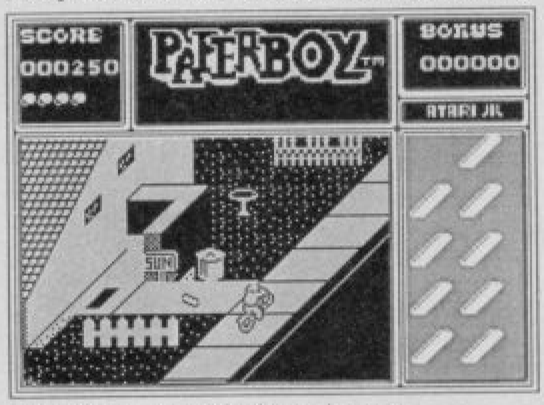
An excellent game, which for some reason that long ago escaped me was never properly released by US Gold. Although previewed to the press in 1986 or '87, it appeared only on a long-forgotten compilation a year or so later (with a couple of real stinkers). But now it's available in its own right and at a very nice price indeed. The idea's straightforward enough. Your little bear (called Bentley for no less obscure reasons) is just crazy about gems — so much so that he's willing to risk his life blagging them. So he finds himself deposited on a series of 18 3D structures (all around the size of yer average *Head Over Heels* room), each one chock-a-block with lifts, ramps, tunnels and occasionally the odd hidden passage. Oh, and gems too. Chasing around after him are various sorts of nasties (Mad Marbles, which take the shortest route to you, Tree Spirits, which do the same but can be immobilised for a short time if you jump over them, Gem Eating Centipedes which, er, eat gems, and so on). And, well, that's it — but try dragging yourself away from the keyboard, that's all. It's viciously addictive, a sort of high-speed combination of *Bounty Bob* and the 3D isometric games. And don't be fooled by the rather primitive presentation and simple graphics — this is as swift a game of its type as I've ever seen, with none of that dismal slow-motion chugging about that you usually get if there's more than one sprite on the screen. If playability's the final criterion, this is as good a game as you'll get — definitely worth a Megagame. Buy and enjoy.



PAPERBOY

Encore/£2.99

Another huge Elite game of a few years back, although in this case I could never really see what all the fuss was about. As the



paperboy you cycle through your neighbourhood (which conveniently takes the form of a very straight road, with houses on only one side) and deliver your papers by bunging them at the letterboxes (conveniently labelled 'SUN' — is that the paper they all take?). Get the paper in and you get 250 points — fail and the household will cancel its subscription. You need to avoid the sort of hazards that cassette inlay notes always describe as 'hilarious' — to whit, tramps, geezers on motorbikes, hydrants, cars, and anything else sprite-shaped. There are also some hamper-shaped things to be picked up for extra points, and you can have fun by breaking windows of people who aren't your customers. Quite a wheeze, and indeed this game has sold over 100,000 copies worldwide on various formats. Nowadays, though, it does look a bit dated — after all, it's so old that on initial release there was even an Electron version. Quite neatly put together, but overrated.

SUPERKID

Atlantis/£1.99

Someone told me a little while ago that whereas most full price games are slaved over, nurtured and tweaked and tinkered with for months by teams of dedicated programmers working round the clock, most new budget games are knocked off in about half an hour with loads of old routines simply ripped off full price games and adjusted



accordingly. As it was someone who works for a full price game company who told me that I didn't pay too much attention, but after playing *Superkid* I'm not too sure. Not that it's a bad game — in fact it's highly playable (if a little limited) but it does look like rather a lot of games that we've seen before. You're the usual urban warrior (shucks) who has to rescue luscious young lovelies stuck on rooftops (yahay!) and guide pensioners home through the streets after a hard day's complaining (zzzz). Unarmed, you can nevertheless fly through the air with the greatest of ease, which helps when you want to bump off the nasties (landing on them is a good trick). Once you've cleaned up the city's three areas in daylight, you return in twilight when the gangs get even more vicious, nasty, unpleasant and cruel to small furry animals.

All this is quite a laff, as long as you aren't expecting anything worrying like originality or innovation. At least, though, you have the option of playing the game in full colour or, if that's too much for the eyes, in any of four different single colours. But while it's fun, it's second hand fun at best, and that may not be enough for many Spec-chums.

MASK

Byte Back/£2.99



"At last" says the screen message as you load in the game, but you may not necessarily feel quite so relieved when you have played the actual game. Based, naturellement, on the comic/cartoon series/toy range/fruit yogurt (with real fruit chunks), it's one of those irritating games that promises much and delivers virtually nothing. On each of four levels there are two *MASK* agents to be rescued, and you, the ridiculously named Matt Trakker, have a tank in which to do it. This means trolling around the designated area picking up security keys, four of which (and only the correct four) will activate a scanner, a useful little gizmo that shows you the way to the missing agent. Another nice scenario, but once again control of your tank is less than smooth, and the massive number of opposing tanks and aeroplanes — all out to get you with an admirable single-mindedness — changes what could have been an interesting challenge to a mere shoot-'em-up with knobs on. There's little to keep you going, so not surprisingly you stop. Not one of Gremlin's best.

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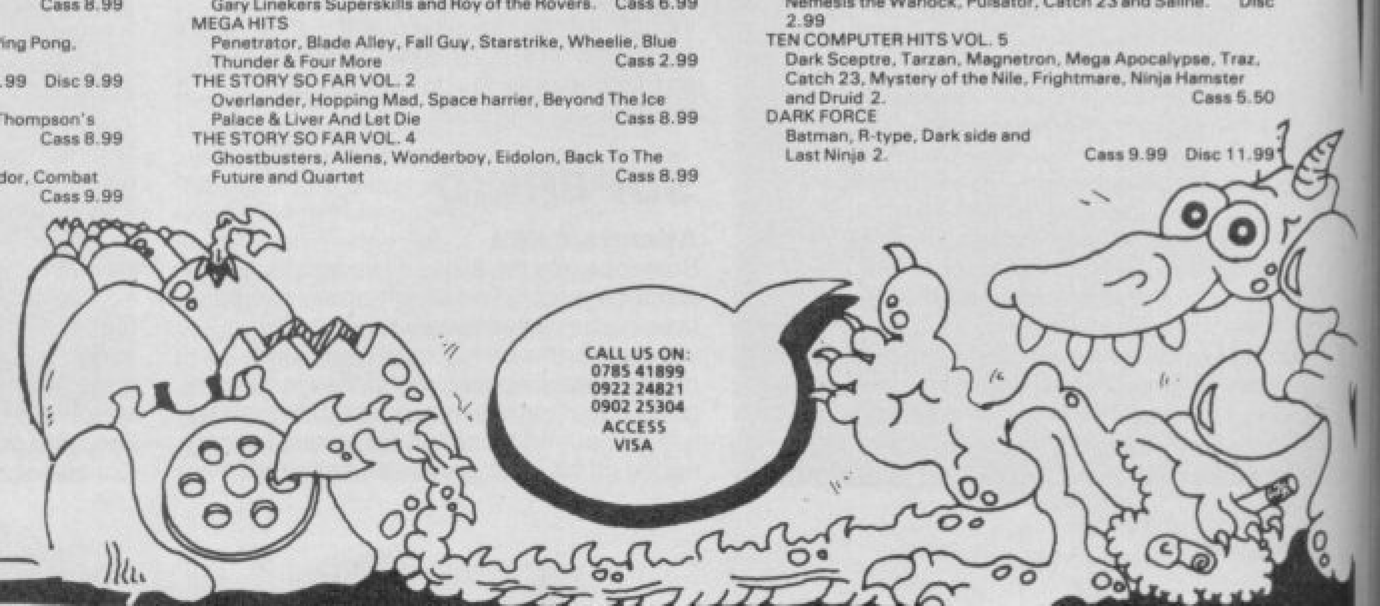
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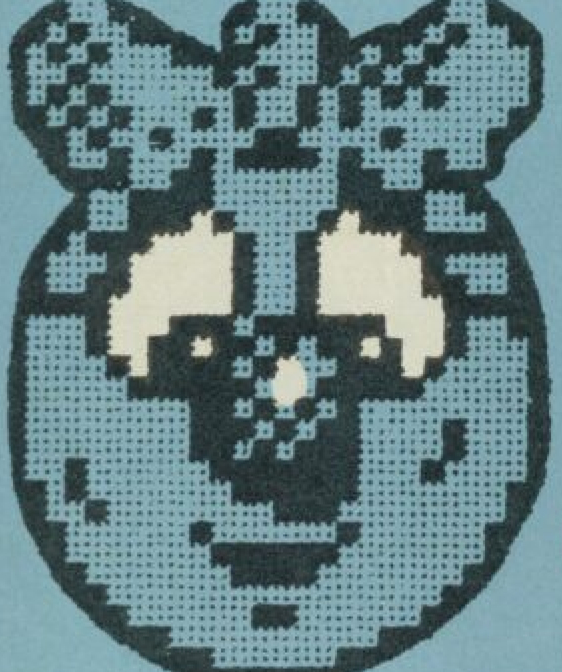
Puffy's SAGA

Ubisoft/£9.99 cass/£14.99 disk



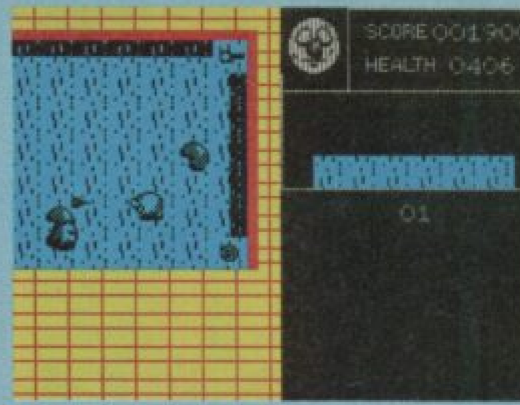
Kati Zut alors! Imagine un peu de *Gauntlet*, addez une dash de *PacMan* avec une sprinkling liberal de *Ms PacMan*, throw in some frog's legs, a couple of escargots, a touch of garlic et there we 'ave it — *Puffy's Saga*.

But enough of this franglais banter. Back to ye plaine olde Englishe and ye game in hande. Just in case anyone didn't catch the rather obvious hint in the first paragraph, *Puffy's Saga* is a maze game. And a cute and cuddly maze game at that.

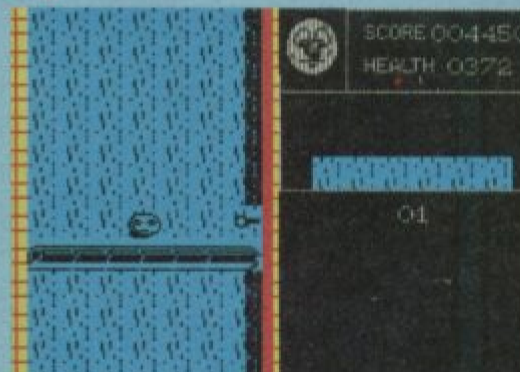


Pufyn is a smiling-faced, open-mouthed, *PacMan*-shaped sort of monochrome being with a big bow on her head who looks just like her boyfriend Puffy — 'cept Puffy's had his bow surgically removed. Somehow, for reasons that shall remain nameless (like, erm, no-one's thought of them yet), our two globular chums have managed to get themselves imprisoned in the middle of a dungeon somewhere. Now you, as one or other of the circular couple, have to help them munch their way out.

Top of the menu come dots. There's a specific number hidden on each aerially-viewed level and eating all of them sproings you instantly up to the next maze. As per usual, there's a load of meanies and monsters lurking blimmin' everywhere, waiting to bleed our disc-shaped hero's energy dry. They range from the fairly harmless sort to great stonking dragons with pointy teeth and little black leeches who latch on to you and knock off 90 energy points. So shooting the blighters comes top of your list. Some of them even have the very useful side effect of turning into energy-giving Puffy-sized steaks.



Pill-popping Puffy packs a powerful pop-gun. Pop!

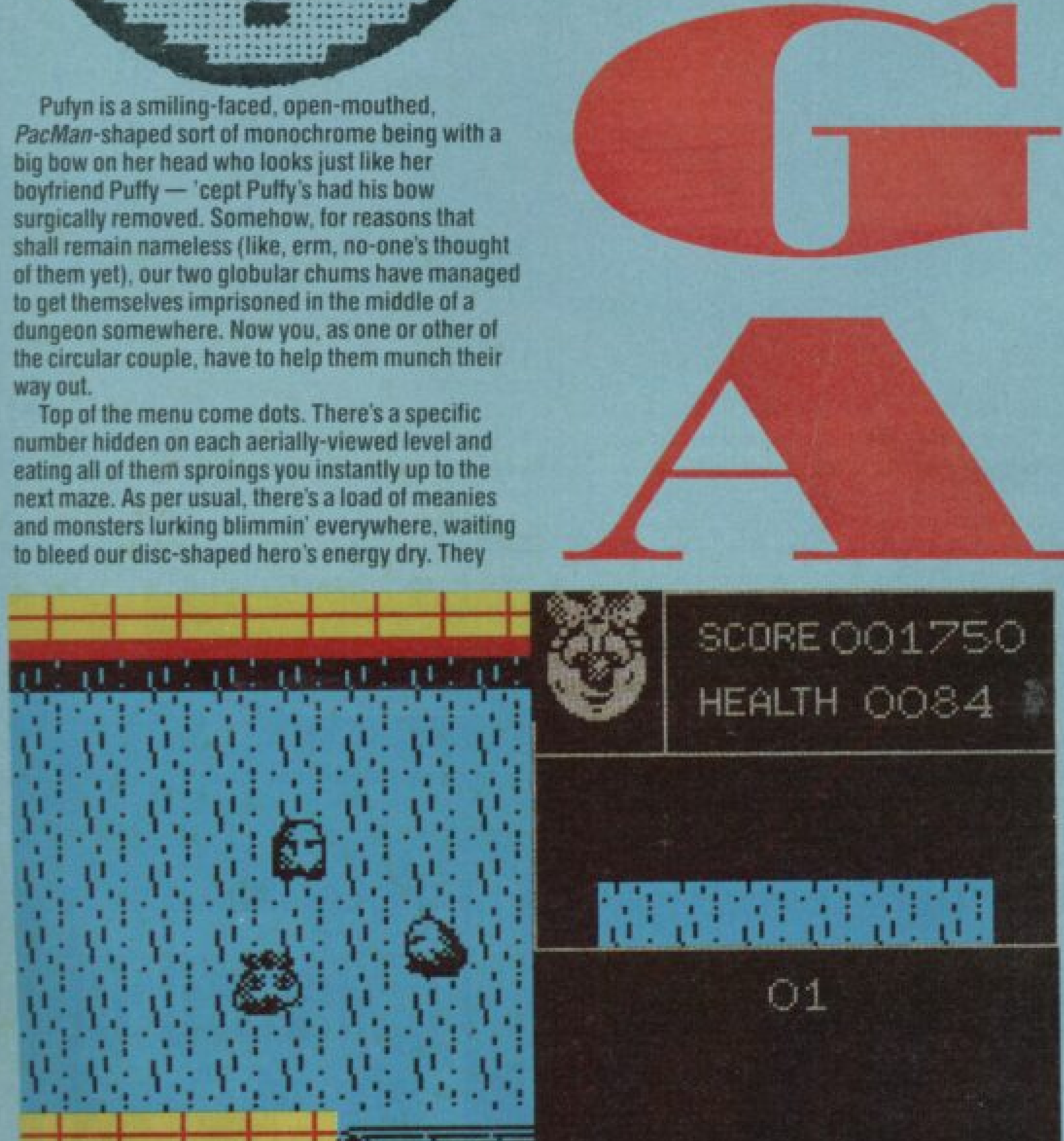


Ouf! Locked door. Now where did I leave that blimmin' key!?

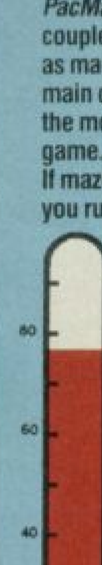
If you've seen *Gauntlet* (if you haven't, you, erm, haven't) you'll know what to expect — keys to locked doors, bonus food, magic floors, transporters, supershots, temporary levitation, invisibility, invincibility, the lot. Not only that, if you feel the urge (oo-er), you can go around collecting a selection of magic goms (goms?) which give you the power to call up a map of the level or breathe fire in particularly tricky, monster-ridden spots. One rather spanky little feature is that Puffy and Pufyn have different abilities. Puffy's stronger so he doesn't need to pop so many pills to stay alive but Pufyn's a quicker, much more slippery customer so she's harder to catch. Cute, huh?

Cute, in fact, is definitely the operative word because the Puffies boast a whole selection of rubbery facial expressions. For extra syrupy cuteness factor, they even manage to talk. Puffy shouts "Yum" and even stretches to a sort of crackly giggle in glorious Speccy sound.

As for the gameplay, if you liked *Gauntlet* or *PacMania*, you'll probably squeeze more than a couple of chuckles out of this. It doesn't have quite as many features as *Gauntlet* and, apart from the main characters, the graphics aren't exactly among the most corkendous ever to appear in a maze game. But it's good, squeaky-clean fun all the same. If maze-munchers are your 'thang', go for it before you run out of puffy (groan).



Eeek! Low energy! If I could just get to that steak round the corner... Aaargh! Too late!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
76°	73°	79°

DIAGNOSIS

A cute and cuddly *Gauntlet*-style thingy with lots of twee features to please *PacMan* fans. And it's not a bad little maze game either.

INSTANT APPEAL 83°

PURPLE SATURN DAY

Infogrames/£9.99 cass/£14.99 disk



Dunc Now, the way I see it is that there are two different types of people — 'normal people' and 'really, really, really WEIRD people'. Due to some quirk in plate tectonics, over the last few hundred million years (during the shifting of the continents), there is a certain country which has ended up with more than its fair share of the latter category (the 'really, really, really WEIRD people'). Do you want to know which country I'm talking about? No? Oh well, I'll just give you a clue then — it's FRANCE. (*That wasn't much of a clue. Ed*)

Remember *Captain Blood*? That was pretty odd, wasn't it? What do you mean, "No"? It *was* odd — really odd. And this game, the follow-up to *Captain Blood*, is even odder. Blimey, that's quite a large chunk of weirdness, so I suppose you want to know something about it. The trouble is that this 'weirdness' is slightly infectious, so I'd better get cracking before it starts to devour me — here goes. (Wibble.)

There is one 'special' day of the year for the inhabitants of Saturn. It's quite a strange day — even by French standards. The day is known as Purple Saturn Day, for the simple reason that on that particular day the planet turns GREEN. (*Purple actually. Ed*) On this day, folk from all around the Solar System (and beyond) gather to indulge in some 'sports'. And that's what this game is all about. There are four sports in all, and different competitors to choose from (all of whom have differing skills). Yes, it's Galactic Games time, so let's have a look at the different competitions...


The Brain Bowler
The Time Jump

The Ring Pursuit
This takes place around Saturn. And basically it's a cross between a slalom race and an avoid-'em-up. You, keeping the left hand side of your space-ship pointing towards Saturn, have to circumnavigate the planet while doing two things — a) weaving in and out of 'market buoys' and b) avoiding the myriad asteroids and bits of space junk that come hurtling at you (you're in the 'rings' of the planet, you see). There are two speeds you can travel at — stationary, and very, very (very) fast. The idea is to stay ahead of your opponent (obviously), but if he does get in front of you you can always dip your ship out of the asteroid belt, catch him up in safety, and then zip back into the action again — mind you, you don't score any 'much needed' points when doing this.

The Tronic Slider Test
You and your opponent are on a football pitch type, erm, pitch. (Well, it's flat, anyway.) Both of you are in pursuit of an 'energy ball', and, as the ships are on anti-gravity tracks, you can both perform 180° turns with ease. Which is lucky. Because you need to. The idea is to get the ball, shoot it with your laser, and then collect the pieces it leaves behind (by 'driving' over them). This is a goal. As the game progresses, obstacles appear on the pitch which, as you can imagine, make things a tad more difficult.

The Brain Bowler
This is the 'strategy' game of the quartet, and blinking tricky it is too. You control an electroball (as does your opponent). Both competitors are standing on a 'computer brain' (him on one side, you on the other). You have to fire your electroball at various components in this 'brain' in order to toggle things 'on' or 'off'. The idea is to charge up six chips on your side of the bonce, but the trouble is that you can have toggled things beautifully and be nearly within 'striking distance' of a win when your opponent toggles something on his side and undoes all your good work. You've got to be a quick thinker for this one.

The Time Jump
Blimey, this is a weird one. (*They all are. Ed*) It seems a bit useless, as well — the aim is to jump as far as possible into the future. The way you do this is to aim a crosshair over sparks which traverse the screen. This you must do three times, which will fuel a gravity-catapult which'll fire you through time and space. (You see stars and stuff coming towards you.) Erm, and that's it. Or that seems to be it, anyway. I think you're meant to be 'rewarded' with a picture of a 'chick' or something, but I never saw one.

And there you have it. Very bizarre. Apparently, if you do really well in all the games, you get to engage in an on-screen snogging session with one of the more desirable specimens of the female population of Saturn. Coooor! I found, however, that I'd probably never reach this stage — mainly because I didn't find *Purple Saturn Day* playable or addictive enough to continue with for any length of time. The Brain Bowler is probably the best game here — but I'm useless at IQ type games, as I'm thicker than a Californian Redwood. No snogging sessions with a sultry Saturnine sextress for me then. (Mind you, you do get to see her engaging in tongue sarnies with the other participants.) Oh dear, the weirdness of the game is suddenly starting to affect me. Blik blik blik blooo. Hello, Auntie Herbert, may I have my balls back please, isn't it? Ping! Wikky wikky woo! Yink yink yink yink yink yink (*That's enough 'yinks'. Ed*).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
58°	70°	52°	62°

DIAGNOSIS
A well weird compendium of games which leaves a similar 'taste in the mouth' as *Captain Blood*. If you loved that one, you'll quite like this.

80
60
40
20
60°




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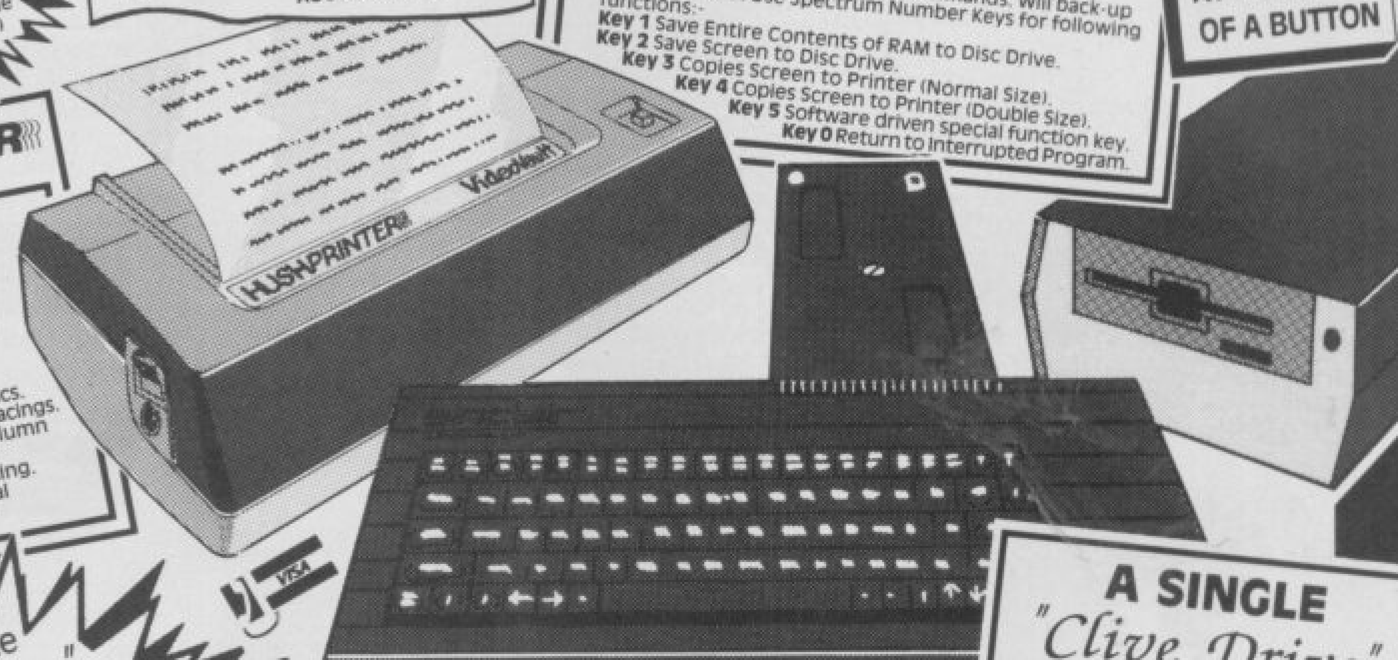
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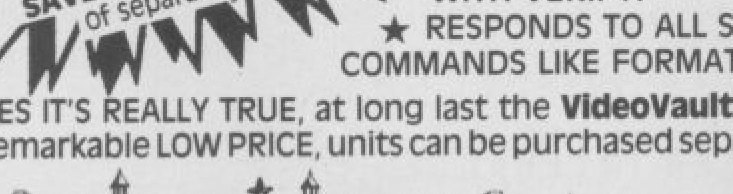
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HINTS 'N' TIPS

YS TIPSHOP



Ladies and gentlemen, live from the Acacia Ballroom, Walthamstow, it's* Phil South *and his amazingly splendiferous, walkin', talkin' Tipshop, staaaarrrring... YOU! (Yeehoo!)

TOOT! Hey, it's Tipshop No 48! Good grief, makes me feel an old man. But where can I get one at this time of day? Honk! Anyway, enough of this *Police Squad*-type nonsense. It's 48 months old, so soon it'll be 50. (*Yeah, so what? Ed*) So, I'll make it a special edition or summink. Whaddaya say, Ed? (*Aw, alright. Ed*) Thass ma boy.

It's been a funny old month since I saw you last. All the cold weather is upon us, and the fierce Caribbean summer is but a memory (sigh). Yet soon there'll be 'deep and crisp and even' snows to trudge through (trudge trudge) and hot soup by roaring fires to savour (slurp crackle). Yes, yuletide is nigh upon us. But don't you go thinking I'm gonna be dressed in red, hopping down people's chimneys this year. Uh-uh. I did that before and kept getting stuck. No, I've decided my winter mode of employment will be something less taxing. How about a gnome on a yule log? (*But you might get eaten. Ed*) Oh shoot, I forgot about that. Any suggestions, readers?

Times of Lore

Both **DD Guy** and **Jonathan Gilbert** have written to share with us a little solution they both have. Seems they know more about *Times Of Lore* than anyone on the entire EARTH!

Coo. How's about that then, Tip-Nippers? Super lovely smashing. Would you like to tell us then, boys?

"Yes, we sure would. And here we go.

QUEST ONE — THE FORETELLING STONES
Accept the prior's quest and go north into the dark forest. Leave the path and when you get to the lake, go north into the forest to the orc camp. Don't panic!!! There is only one route, though it doesn't look like it. When you get to the camp, kill the orc by the fire, take the urn and return it to the prior.

QUEST TWO — THE TABLET OF TRUTH
Go to the castle in Eralan, talk to the regent, then go to Ganestor to get the tablet. In Ganestor, go into the cellar of the pub and press the button on the top right hand corner. Go down the stairs and you're in the castle. Go up one floor. Use the red scroll (if you have it) to kill the guard protecting the tablet. Take the tablet and say to it "High King". The tablet will then tell you to kill the High King's assassin in Lankwell.

QUEST THREE — THE BLACK ASP
Go to Lankwell. Ask the thug in the pub about assassins and then ask the man who knows about the black asp. Go to the black asp's house across the bridge, south east of Lankwell. Then go back to Ganestor with his confession and give it to the warden on the top floor of the castle.

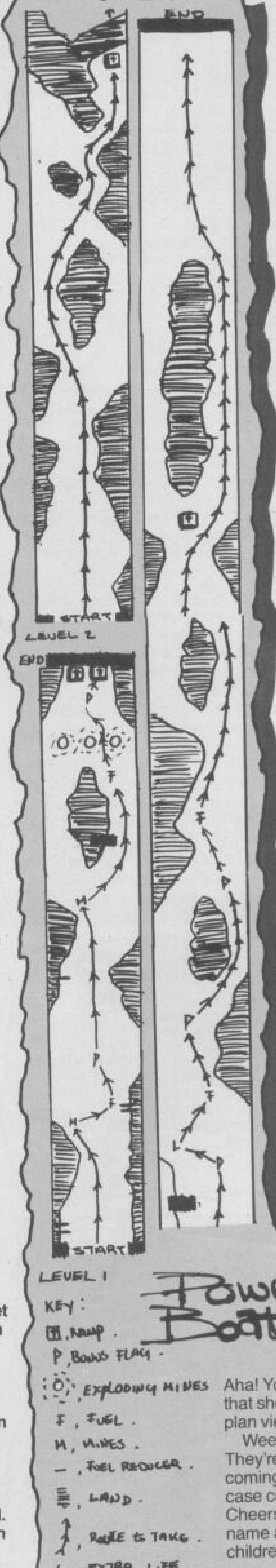
QUEST FOUR — THE SPYING GUARD
Hendric, the warden, tells you to find out about a spy in the castle. Go down to the ground floor and talk to all the guards until you find the one who says "No-one will pass this point". Wait until nightfall and then say to him "Spying". And then kill him. Give the note that the guard leaves to the warden.

QUEST FIVE — THE IMPRISONED PRINCE
The warden will then tell you to free his son, who is imprisoned in Hampton. Go to the castle east of Hampton. Kill the guards and take the key. Unlock the prisoner. Take the green scroll from downstairs.

QUEST SIX — THE LYCHE'S TEMPLE
Go to the archmage who lives across the bridge north of the enchanted forest. Go to the pub between Eralan and Hampton. Talk to the stargazer until you get the keyword 'Holy Water'. Go to Ryder by using the green scroll. Buy the holy water from Friar Kaine. Go back to the pub and walk directly south until you get to the ruins. Enter the ruined temple and kill the lyche with the holy water. Finding the lyche is trial and error. Look everywhere and try every lever.

QUEST SEVEN — THE CRATER
Go back to the archmage and get the white key off him. Go to the crater east of the road to Lankwell. This is exactly the same concept as the lyche's temple, but much harder. Trial and error again is the only way. Don't use the magical axe in the crater and temple as the slime wi!l rust it. Pick up the chime and leave.

QUEST EIGHT — THE MEDALLION OF POWER
Go to the temple of Angor and use the chime at the door. Go upstairs and kill the prior. Take his key. Go downstairs and find the button. Go down into the basement. Unlock the prisoner. Go back up to the first floor and pick up the sphere under the bed. Go in front of the grey



Power Boat Simulator

Aha! You know how I lurve those little maps that show you how to get around those plan view racing games like *Spy Hunter*?

Weellll... I do, and here's another one. They're brill, see? 'Cos you can see what's coming up along the way, which in this case could save you a lot of hassle. Cheers, **David Cassiday**. You'd find that name a lot funnier if you'd watched children's TV in the 70s.

NINJA MASTER

Jonathan Minton couldn't get past the bit where you have to chop the log. Know the trouble, Jon-Boy, I have problems with my logs too. Fortunately both **Paul Bainbridge** and **Derek Stuart** have a nifty little cheatette which makes even the most stubborn tree trunk seem like the feeblest twig. When you're selecting your keys for this level, use the Enter key again. Then when it's log time, press (one guess here) Enter and if it works you should score about 2,300. Neat, huh?

MOVIE

Big snags on this a month or so ago, with both the **Ellesmere Port Elf** and **FV Harper** in serious sewage. Fortunately my old mucker **Richard Swann** has come up with the goods, and how. So, snag by snag…

1. How do you move the suits of armour blocking the doors? Is there a password — and if so, what is it? "Well, the suit of armour near the start can be shifted by saying 'OPEN SESAME'. Is the one to the left of the southern alley a bit harder? Well, not really. All you have to do is put an object between you and it and push it out of the way. The one up the top of the map with the two balls (ooer) can be got past by saying 'PUZZLE'."

2. Can you get through the walled-up door? "No, the walled-up door takes no part in the game at all."

3. Can you get into safes? If so, how? "To get into a safe, stand well back and throw a bomb at it."

4. How do you tell Tanya from Vanya? "There is a way of telling the twins apart. When you find a girl, say "FRIEND OR FOE?" If she says "KILL KILL KILL", she's Vanya. If she says "THAT IS BEYOND ME", she's Tanya."

As for the Elf's question — what do you do with the thingy in the church? "The so-called 'thingy' doesn't seem to do much, and you don't need it." Thanks very much, Richard.

BACK TO SKOOL

Actually, Richard's been a bit of a brick this month, as his complete solution to *Back To Skool* has been not a little helpful in solving **Michael Williams**' probs. (Three games to you, M Swann!)

Q: What is the combination for the bike chained to the conker tree?

A: When you have found the water pistol, fill the cups underneath the stairs in the boy's school. (*What with, Richard? What with? Dr B*) (*Shut up. Ed*) To get the code, stand so that your head is just below the first floor's floor. On the shelf where the cups are you'll find two ledges. When a teacher is about to pass under one of these, fire the catapult. When you have all four numbers, write them down on the blackboard and the bike will unlock.

Q: What is the combination for the Science Lab storeroom?

A: Do the same as for the bike, but fill the cups with sherry.

Shall we call this Dr Swann's Clinic? (*Yes. You're fired. Ed*)

V

Phew! Got my job back (the Ed and I go back a long way — and fortunately I've kept the negatives). Now to **Andy Robbins**' problem with this rubbishy old game. "Can someone please tell me how to set explosives, dissipate red dust through the air purification plant and escape using the craft?" Yup, the **Ellesmere Port Elf** can…

"No probs, matey. To set an explosive go on to the communiputer and press the symbol that looks like a lightning bolt. Then type in the first four numbers that are on the display above your score (using the block of right-handed symbols — two by three) and press the lightning key again. The formula for the red dust is broken down in the various labs and must be taken to the air purification plant. To get past security doors press the bottom left computer button to see the code, then try and get it all the same by using the right handed numeric buttons on the communiputer. They do the following (listed left to right, top to bottom). Change first and sixth (dig it), first and fifth, second and fourth and sixth, first and fourth, second and sixth, second and third. That should help him, I think!"

I hope so, Elf — personally, I don't know what on earth you're drivelling on about. But thanx all the same.



MASTERS OF THE UNIVERSE

Jon Minton's snagette ("How do you get the last object?") prompted a letter from Clinician **Andy Harris**. So what do you do, Andrew?

"Get chord one from the cemetery. Get chord two. Get to the scrapyard before 6.30 and defeat Blade and Karg to get chord three. Get to the store before 4.30 and kill 70 ghosts to get chord four. Get chords five and six, then go to the rooftops. Get in your space disc, kill the enemies to get chord seven, and fight Skeletor to complete and win the game."

Phew! Sounds hectic. And if you don't manage it?

"Get stuffed!"

Ta. (And thanks also to **Stephen Cole**.)

NIGEL MANSELL'S GRAND PRIX

Mark Young, as you may remember, couldn't qualify for the Spanish Grand Prix — and, it seems from my mailbag, neither can anyone else. I think we have to assume that this is a particularly silly bug. Unless, of course, you know better…

HAYLP

Rob Gaffney: "I have a problem regarding *WEC Le Mans*. Every time I finish Level One the game restarts from the beginning instead of going to Level Two. As you can imagine, this makes the game rather hard to complete. Has anyone else had this problem?"

Kev 'Ace' Maplesden: "Is there anything you can say to the parrot in *Movie* that gets you a helpful reply?"

Tim Bairstow: "How do you get Caspar the key in *Knightmare*? And what do you need to cast spells?"

Andrew Jones (the New Zealand batsman? I think not): "In *Scuba Kidz* how do you get past the third reef? I always run out of air."

Right, that's it for this month. Sorry, but we'll have to hold the *Magic Knight* special over to next month, but in the meantime, if you have any snags of your own, or can solve any of these, write to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. Anyone printed (ouch) wins a badge!

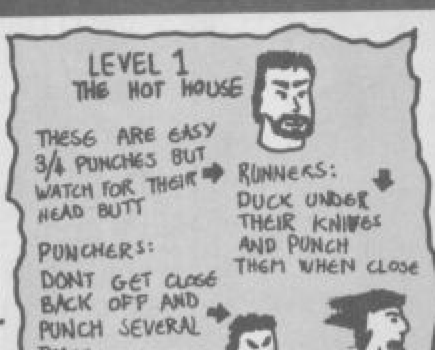
prior and use the sphere. Then pick up the medallion. You then load in some more groovy graphics and that's it. You've finished."

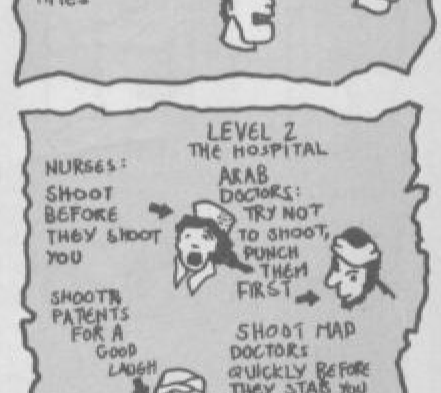
Unbelievable! I thought we'd never get there. What a relief. Super.

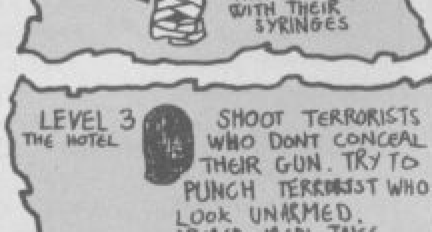
Red Heat

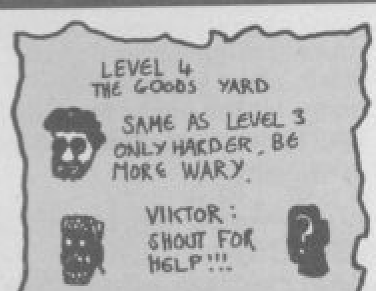
Hah! I thought this film was soooo brilliant. All that swearing and gunplay, JUST the sort of thing to watch with your granny over a nice cuppa tea. Anyway, I think Arnie's skill, and I don't mind the game either, just like **Lee Bryce**, **Stephen Wheel** and **John Cooper**. Take it away, comrades.

"Don't use the punches, they're too slow. Walk back and forwards and the enemy won't hit you. Go as far left as you can and head-butt until you knock a few down. Duck when the karate jobbies come on. If nowt happens when you get a B icon, be careful of a snowstorm. On Level Two just punch. Don't shoot the bandaged guys.









On the subgames, do like this:

CRUSHING STONE
Just keep in rhythm. It doesn't have to be very fast, but it does have to be in time.

THE KEY
This is colour coded but you must be fast.

DOOR GAME
This one's easy. Keep your cool and it's only left, fire, right and fire. Don't shoot the little bloke with the pram, the dog, the topless woman and innocent things. Shoot the guys with the guns before they shoot you.

THE DOLLAR BILL
This is a bit complicated, but keep your calm and watch your time."

Nice one, comrades. "Technologee-a-deprad-vee-eta" as we say in Russia. Which is either a sort of dessert, or thanx very much.

Vatman

Yup, it's another Smash Tape tip. It's funny, you know, I get almost as many tips for these games we do on the covers as I do for real full-price games. (*They ARE real full-price games! Ed*) Okay, I know that, but they are free! (*Oh, alright then. Ed*) So without much more ado, here's **Marc 'Ginge' Holliday**.

"Wait 'til the chaps are well clear of the grannies before you hit them. Stay roughly near the beginning. Don't collect energy pills 'til the end, 'cos you need all the energy you have for the knifeman. When you've killed the 200th enemy, travel right, collecting energy pills as you go, then kill the knifeman."

Hmm. Got red hair have we, Marc? Hah. Thought so. Thanx for the tips anyroad.

Blob the Cop

We've had some complaints that not enough girlies write in to *Your Sinclair*, so to scotch the rumours that real women don't use Speccies, here's the slim and sexy **Jennifer Simpkins**. (I don't really know if she's slim and sexy, but it sounds good, and who knows, she might be?!)

"Hmph. I found a nice little cheat for *Blob The Cop*. If you press left, right, left, right, left and so on a little helicopter comes out of your backpack. And what a nice little thing it is too. (Fnar!)"

Gosh. A girlie in Tipshop, and making rude jokes too! Blimmin' Ada. Thanx, Jenny. How's about some more tips from you, hmm? Kissy kissy? (*Yuk, I hate it when he gets all slobbery like that. Put it away, Snout. Ed*) (*Yeah, before I cut it off! Jenny*) Gulp.

Batman the Movie

What? A tip for *Batty* already? Well, yes, 'cos what we've actually got here is a hint courtesy of **Philip Kiernan**. Take it away, Phil...

"I found a def cheat which I presume also works on the real finished game. You'll have to print this because it's great, y'know. It saves the player going to places he/she would normally have to go to but which normally waste about 30 seconds. Here's the cheat.

On the chemical factory level, walk right past the ladder, swing up, go right, avoid the drops, jump down to the platform below, walk over to the brick wall on your right and stand as close as you can to it, facing right. Swing directly upwards to the platform just above, then turn to the left without moving in that direction. Now swing the Batrope diagonally left and keep your finger on the Up key. Immediately, you should be whisked right up to a platform. This will save you about 30 secs. Otherwise, never go up and down ladders — it's a waste of time. Swing up or jump down. You're Batman, for goodness sake!"

Thanx, Phil. Your badge is in the post, Batperson. Any more tips for the game will be gratefully received, by the by.

Green Beret

Ahhh, good old *Green Bert*. I've really missed ol' *Bert* in the

TIP O' THE MONTH

Licence to Kill

Worra close-run thing it was this month for the TOTM. It was very nearly *Thunderbirds*, y'know. But, at the last minute, I got all steamy-eyed about all those 007 tips I'd gotten. Hah! And so here they are, from my li'l old chums **David White**, **Paul McGuigan**, **Alexander Kingham**, **Curtis Halsord**, **Malcom Begg**, **Mike Walters** and **Ronald *'Robocop'* Graham**. So get those watch cameras out, all you secret agents. Shhh. Sorry, better not mention secret agents. Well, you never know who's listening.

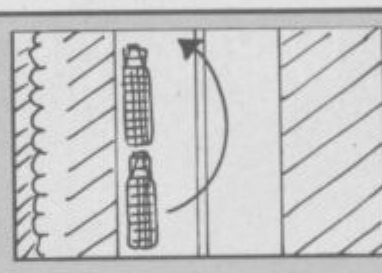
"STAGE ONE
Pull down diagonally left and shoot the four gun emplacements. Next move to the bottom middle of the screen and shoot at Sanchez's jeep. When you have passed the tall building on the right, move right and shoot the gun. Stay at the back and shoot the second gun when you have passed the wall. Move forward a bit and shoot the two guns which are next to each other, whilst dodging the wall. Go on to the road and fly forward. Stay on the road and dodge enemy fire. Shoot at the jeep when it is in sight. To avoid damage, slow down when a gun fires at you. At the first crossroads move left staying on the road and shoot the gun. Get back to the middle of the road quick. Go forward. At the second crossroads, move left staying on the road and shoot the two guns. Move back into the middle of the road and move to the top of the screen. Dodge enemy fire. Pull back quick when you get to the end of the road.

STAGE TWO
This stage changes every time you play it, but the idea is to choose a man to shoot, get in a safe place, line your sight up at the right angle to hit him, then move forward and fire. Do this with every man. Don't waste ammunition. Always pick up magazines. The enemy's shots are quite slow so you can dodge them. If you have already got three magazines, and some shots, waste the shots and pick up the magazine. This way you have more bullets. Shoot the oil drums to blow up men. After you have completed the game once, not all of the oil drums will blow up.

STAGE THREE
Keep firing and guide James to the back of Sanchez's plane.

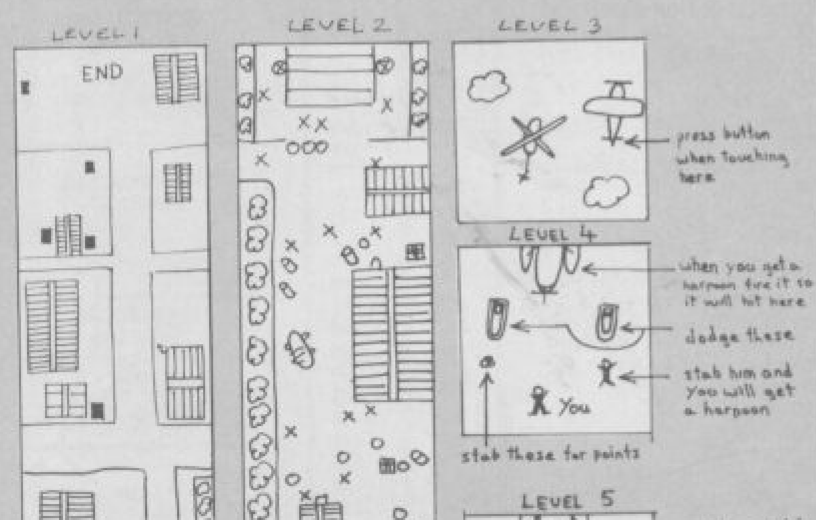
STAGE FOUR
Only go underwater when James is about to be hit by bullets, and when he gets a harpoon off a diver. Do this by firing when he is on top of you. Guide James under divers to get the harpoon, dodge the boats and collect the drugs. When you have a harpoon, line James' right arm up with the right hand float on the plane and fire. You will now be pulled along by the plane. Push forward and dodge the boats and rocks. When you catch up with the plane this stage will end.

STAGE FIVE
Push forward to get up to full speed with your tanker. Tap your stick or key backwards, so you get near the bottom end of the screen while still travelling at top speed. Move to the left of the road but don't hit the side. When the tanker comes on let it get just in front of you then move right and up to get past it. Don't hit the side of the road. When you're past the tanker, hit its cab with the back of your tanker 'til it blows up. There are five tankers, and the fifth one is Sanchez's. He may fire stinger missiles. Dodge them."



And now a map from **Malcolm Begg**. Thanx, Malc.

And there you have it. Brillo skillos. I like your style, worthy of Mr Bond himself. Take a badge... (Chink.)



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PRACTICAL POKES

More multiface madness with **Macca Mac.**

Still a bit on the emaciated side, this column. Mind you, a rolling stone gathers no moss, eh? (*What? Ed*) Alright then, a bird in the hand is worth two in the bush, too many cooks spoil the broth, or… (*That's enough colloquial expressions, thank you. Ed*)

TEFAL MEN

The sole contributors of real meaty POKEs this month were those whiter-than-bright hacksters, **the Tefal Men**. So here they are. (Well, their POKEs at least.)

MIG 29

```
  5 REM MIG 29 POKES TEFAL MEN
 10 CLEAR 65482:LET T=0:LET W=0
 20 FOR F=65483 TO 65513: READ A:
POKE F,A
 30 LET T=T+W*A: LET W=W+1: NEXT
F
 40 IF T<>50836 THEN PRINT "ERROR
": STOP
 50 DATA 243,49,0,0,221,33,0
 60 DATA 64,17,220,191,62,255
 70 DATA 55,205,86,5,49,0,0
 80 DATA 212,203,255,62,36
 90 DATA 50,213,167,195,196,193
100 REM HELLO ALL KENYONS ROBOTS
```

BOMB JACK 2

```
 10 REM BOMB-JACK 2 BUDGET
 20 CLEAR 60000
 30 LOAD ""CODE
 40 POKE 65225,246
 50 POKE 65226,255
 60 FOR F=65526 TO 65532
 70 READ A: POKE F,A: NEXT F
 80 DATA 175,50,35,99
 90 DATA 195,0,91
100 RANDOMIZE USR 64706
110 REM HI MRS'BAGLEY
```

FAST FOOD

```
 10 REM SCOOBY DOO
 20 LOAD ""CODE
 30 FOR F=34300 TO 64307
 40 READ A: POKE F,A: NEXT F
 50 DATA 62,255,50,186,111
 60 DATA 195,168,97
 70 POKE 64027,44
 80 POKE 64028,251
 90 RANDOMIZE USR 64000
```

CHEATS

And to cap it all this month I have a few cunninger-than-cunning cheat modes for you.

Strider
On the title screen hold down 'Z' and '0' and the border will flash. Once in the game, press Pause (with 'H'), then Shift and '2' will advance you through the level.

Ghouls 'n' Ghosts
'Enter' toggles the sprite collision on and off. A blue border means no collision detection.

Last Crusade
Hold down 'OTD' on the title page and 'Shift 2' will advance you through the level, while 'Shift 3' will advance a level.

Human Killing Machine
Hold down 'GO' when you start and 'X' will advance you a level.

Titanic
The password is 'SUSIE'.

SCROLLING CREDITS

A few people who spent 20p sending me hacks that I've unfortunately printed before — **David Jones, Georgina JS, D Stuart, Mark Steady, Charles Sweetman, JS Gage, G Robinson** and **Pete Goodcliffe**.

Right, that's it! Keep sending the goodies in. The address is David McCandless, *Practical POKEs, Your Sinclair,* 14 Rathbone Place, London W1P 1DE. Toodle pip!

MULTIFACE CORNER

The POKE springs may dry up but the multiface corners keep coming. Here are a few, scribed by **Jonathan Kaye** and **Andy 'Rexton R' Ryals**.

Game	POKE	Effect
Human Killing Machine	35061,0	Never Die
	38647,0:38722,0:	No Attacks
	38748,0	
	39830,0	Frozen Enemy
	40519,0	Lives
Last Crusade	43076,0	Lives
	42596,X	X=Lives
Navy Moves	49036,0	Lives
New Zealand Story	50000,0	Immunity
	51732,201	No Nasties
	51771,201	Arrows
Operation Wolf (128K)	39728,0	No Enemy Fire
Robocop	31007,0	No Baddies
Sanxion	35028,0	No Aliens
Stormlord	33251,61	Autostart
	33866,0	No Fire Pods
	34092,0	Immunity
Vatman	56681,0	Immunity
	52134,0	Autofire
	55435,0	No Enemy
	55445,0	Single Thug
	56547,0	Immunity

Tipshop, y'know. He was one of the best running tips I ever had. This was in the old days, when that Hex Loader fellow used to run things, remember that? But now, it's been re-released! Yee hoo. So now a million and one other people will send tips for it in to me. Azowie! And the first of these is **John Anderson**.

"Okay, *Bert*, off we go…

ARMED MEN
These are deadly as they pop up from nowhere, so, when you see one, lay on the ground and stab at its feet by moving left/ right on the ground. You don't get splatted by the fatties.

JUMPING FATTIES
Jump and stab in their direction diagonally.

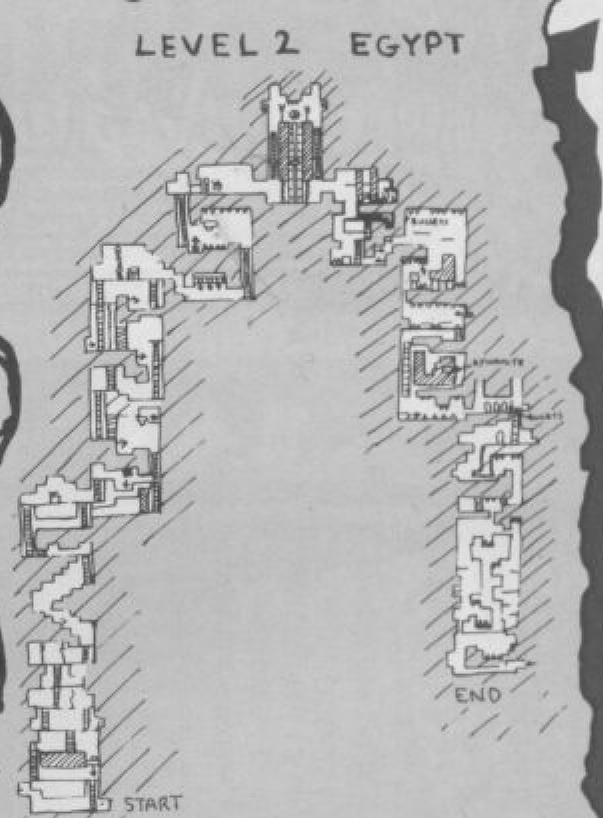
RUNNING FATTIES
Just walk as normal and stab early, because otherwise they'll just run straight through you. On the bottom level don't jump if there's a bloke above or you'll collide with him.

GROUND BOMBS
Do not try to jump these because you might not make it and run straight into a fat flying kicking bloke. So take the safe way up the ladder.

GENERAL TIPS
On the opening level, stab the men with the headbands as they'll give you a flamethrower. Don't use this until the end of the level where the truck pulls up. Use it when the nearest attacking man gets close to you and throws it. It'll go through a load of 'em. If you don't, you'll still have a couple left. And by the way, the coolest controls are Left=O, Right=P, Up=Q, Down=A, Stab=SPACE and Shoot=ENTER."

Coo. Aren't you just the Arnie of Essex, eh? Remind me not to meet you in a dark alley, all this stabbing an' stuff. Yowch! Nice tip though. BADGE MONITOR! Fling the badges over will ya…

RICK DANGEROUS



Wot a brillo game this is. I remember when these platform jobs were all you could get in the way of game designs. So it's a real sort of nostalgia trip for an old bizniss lag like me. And it's thanx to **Kanellopoulos Takis** for continuing on where Avi Gadesh left off last month and giving us Level Two. Hurrah!

And So to Bread…

Well, it has been nice, breaking bread with you all. But it's time to go, alas and alack, lawks and any other medieval saying I can come up with before the end of the page. But if you have any tips for the Shoppe, then dash them downe on a parchment and post them off, poste haste, to Philip Snoute, *YS* Tipshoppe, *YS*, 14 Rathbone Place, London W1P 1DE. And remember, i'faith, that any we print in the Shoppe will get a *YS* badge with 'I Got Big Tips' on it. Prithy. Thass it. Bye!

shoot 'em up

NOURISHING TIPS



GEMINI WING

arcade adventure

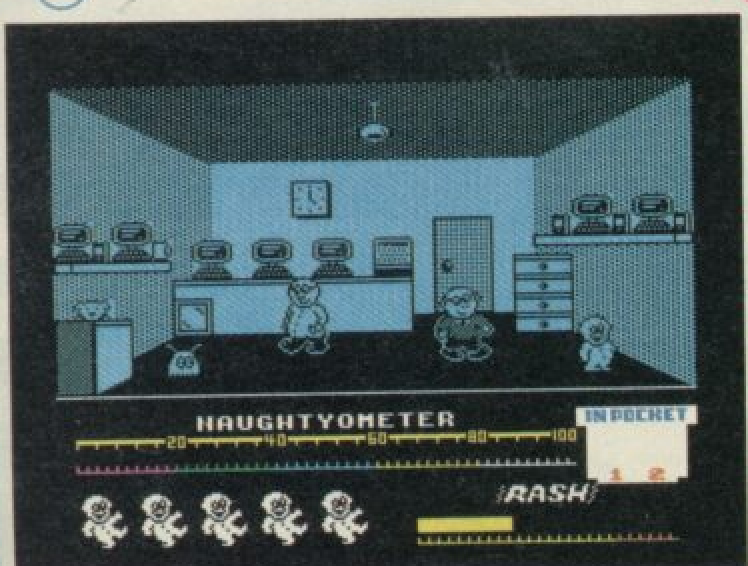
NOURISHING TIPS



HOW TO BE A COMPLETE BASTARD

arcade adventure

NOURISHING TIPS



JACK THE NIPPER

arcade adventure

NOURISHING TIPS



WOLFMAN

Part 1

How To Be A Complete Bastard
by **Dominic Rackstraw**

Take the shears. Drink the stock of booze, found in the same room as the shears. Give someone a haircut. Eat the curry to build up the Fartometer. Take the sheet. Wait until at least two people are in the same room as you to do ghost impressions. Take the blanket and wear it. To relieve yourself, go to the toilet and select Urinate.

DON'T drink all the 'Monster Get Pissed Fast Lager'.
DON'T eat frozen chicken.
DON'T eat frozen pizza.
DON'T eat frozen body.

Throw the body, the pizza and the chicken at people.



Gemini Wing
by **Martin Dobson**

For those who have a Multiface and Lifeguard, all that needs to be done is load in Lifeguard, load in the game, press the red button, set lives counted to four, select DEC HL, and then press S and N.

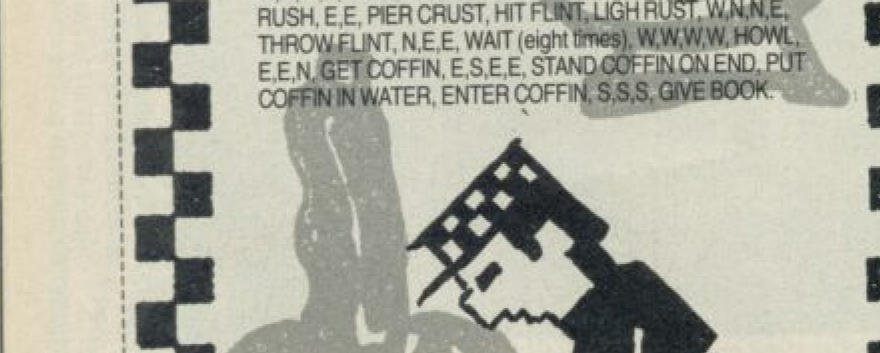
In case you need them, and would prefer to play the game straight, here are the passwords:

Level Two	EYEPLANT
Level Three	WHATWALL
Level Four	GOODNITE
Level Five	SKULLDUG
Level Six	BIGMOUTH
Level Seven	CREEPISH
Final Message	FINALFXS



Wolfman (Part One)
by **Carl Richardson**

WASH HAND, LOOK MIRR, WASH FACE, OPEN DRAW, GET TUNI, REMO DOUB, BURN DOUB, WEAR TUNI, E, N, W, EXAM LID, GET KEY, E, S,S,E, MOVE BOAR, SEAR ROOM, OPEN TRAP, D, INSE KEY, PUSH KEY, REMO KEY, GET BOOK, READ BOOK, READ BOOK, U,W,N,N, WAIT (six times), CLOSE EYES, N,N,W,S, GET FLASK, E,S,S,S, FILL FLASK, N,E, WATER WEED, W,E, SMELL BLUE BLOOM, W,N,W,S, WAIT, S,S, GET FLINT, N,W, EXAM POOL, GET RUSH, E,E, PIER CRUST, HIT FLINT, LIGH RUST, W,N,N,E, THROW FLINT, N,E,E, WAIT (eight times), W,W,W,W, HOWL, E,E,N, GET COFFIN, E,S,E,E, STAND COFFIN ON END, PUT COFFIN IN WATER, ENTER COFFIN, S,S,S, GIVE BOOK.

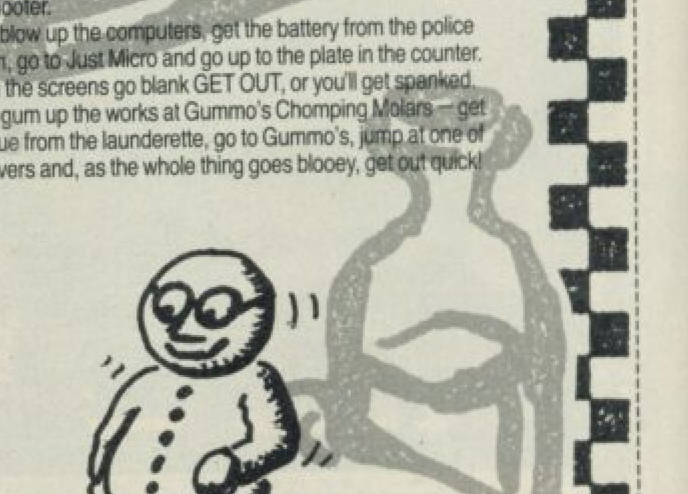


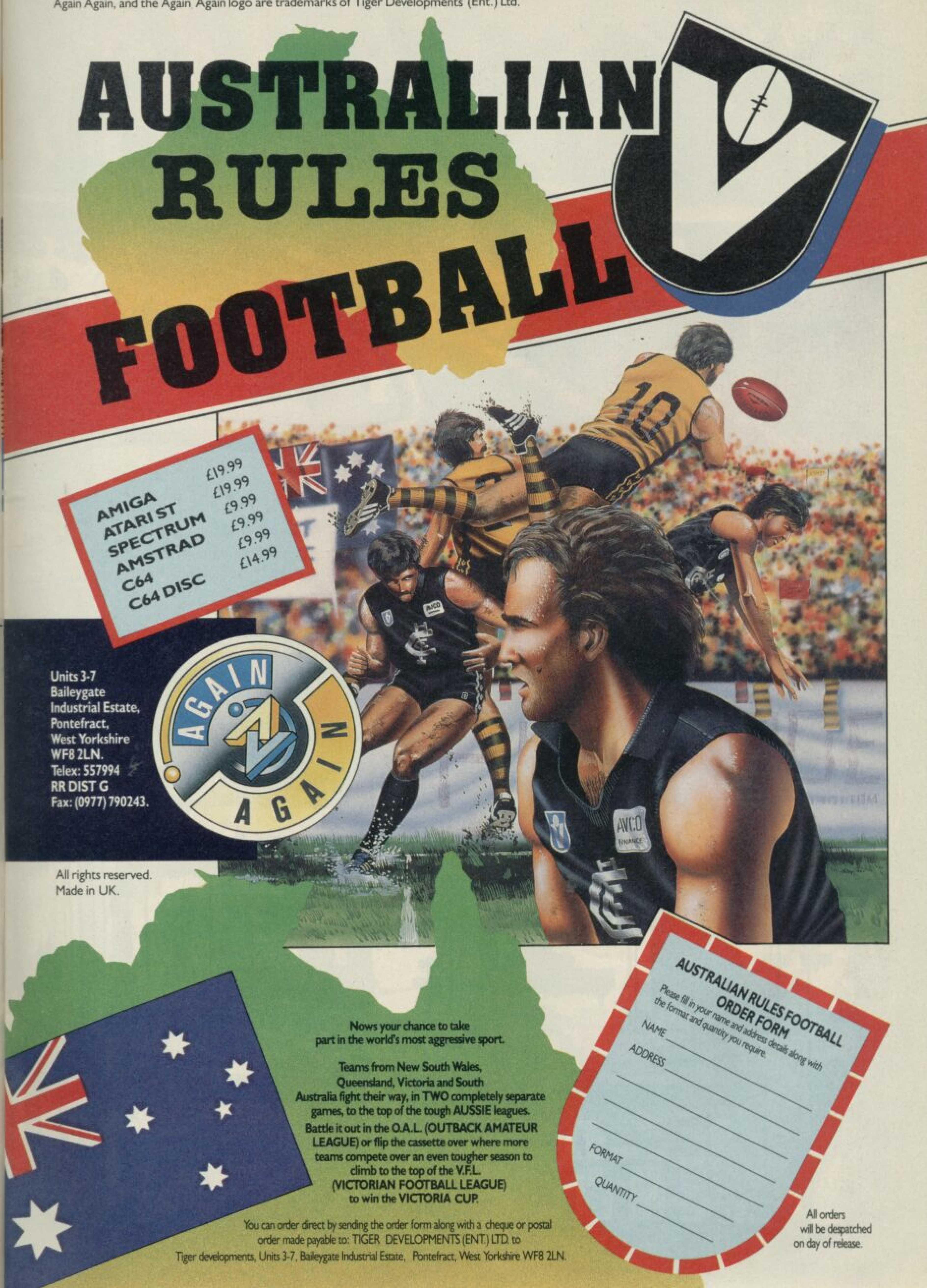
Jack The Nipper
by **Dominic Rackstraw**

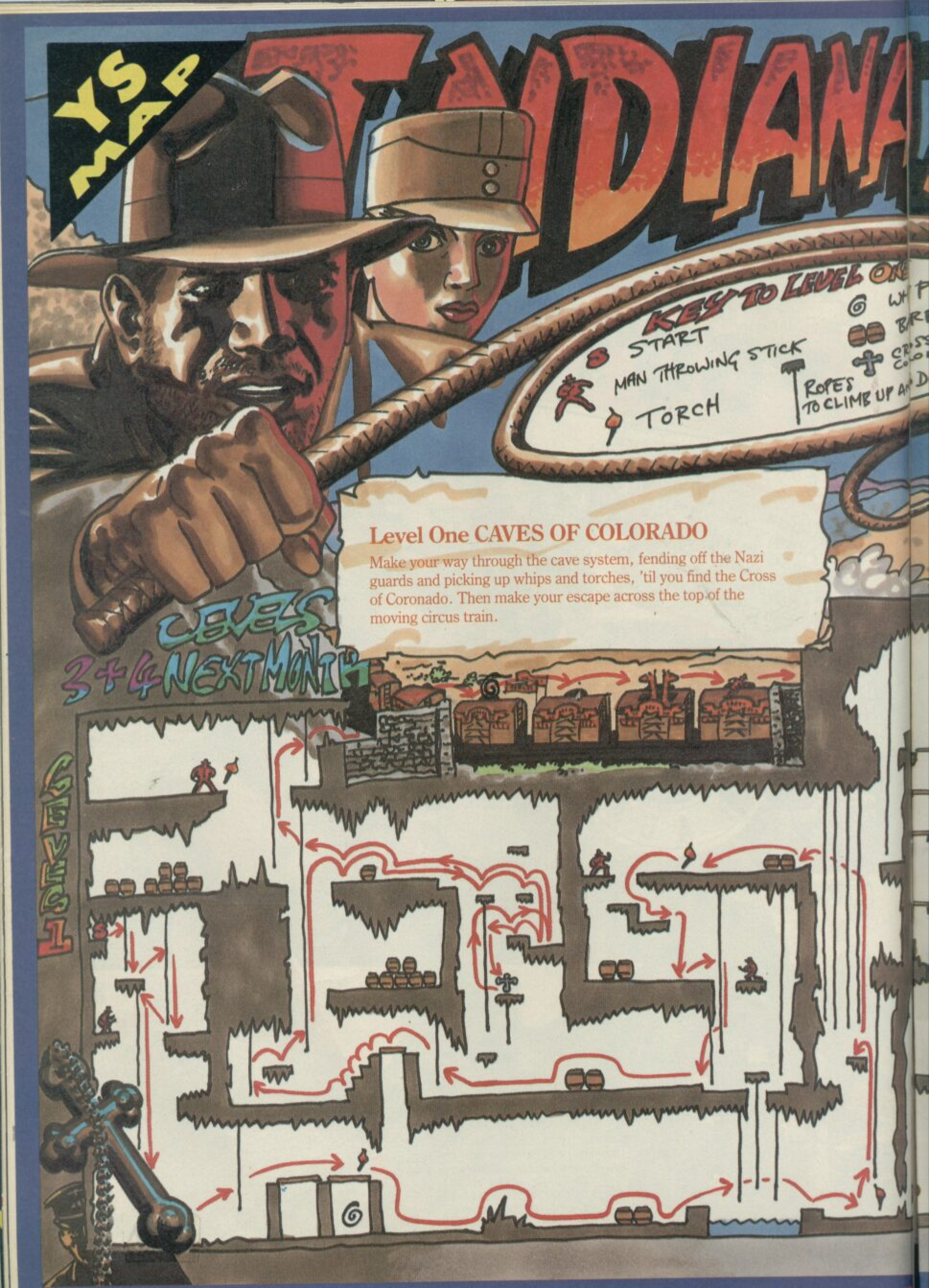
To get the peashooter, jump up on to the chest of drawers, go to the right, jump on to the post of the cot, go as far right as you can, jump on to the other post, jump on to the shelf and get the peashooter.

To blow up the computers, get the battery from the police station, go to Just Micro and go up to the plate in the counter. When the screens go blank GET OUT, or you'll get spanked.

To gum up the works at Gummo's Chomping Molars — get the glue from the launderette, go to Gummo's, jump at one of the levers and, as the whole thing goes blooey, get out quick!




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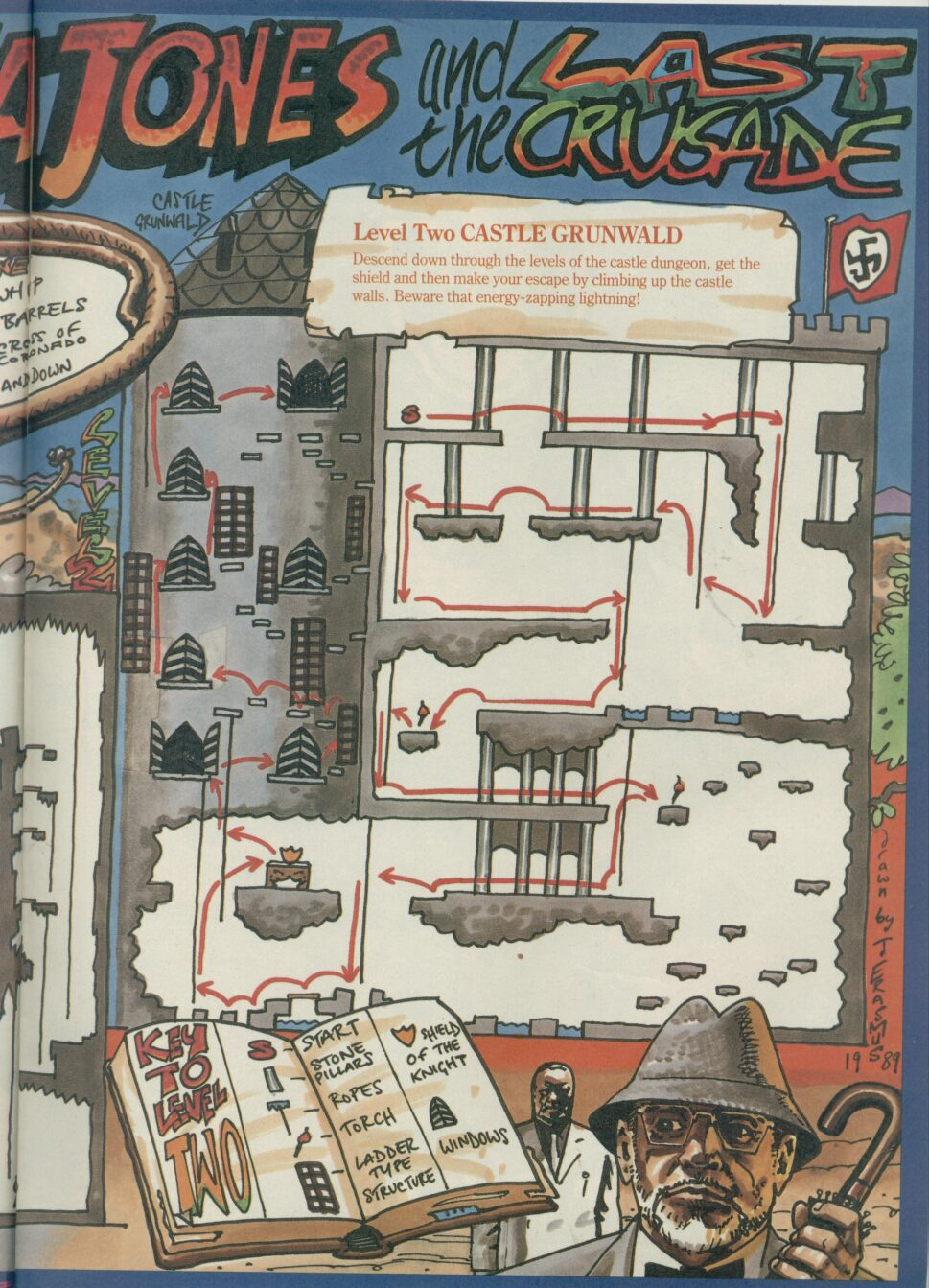


Level One CAVES OF COLORADO

Make your way through the cave system, fending off the Nazi guards and picking up whips and torches, 'til you find the Cross of Coronado. Then make your escape across the top of the moving circus train.

Level Two CASTLE GRUNWALD

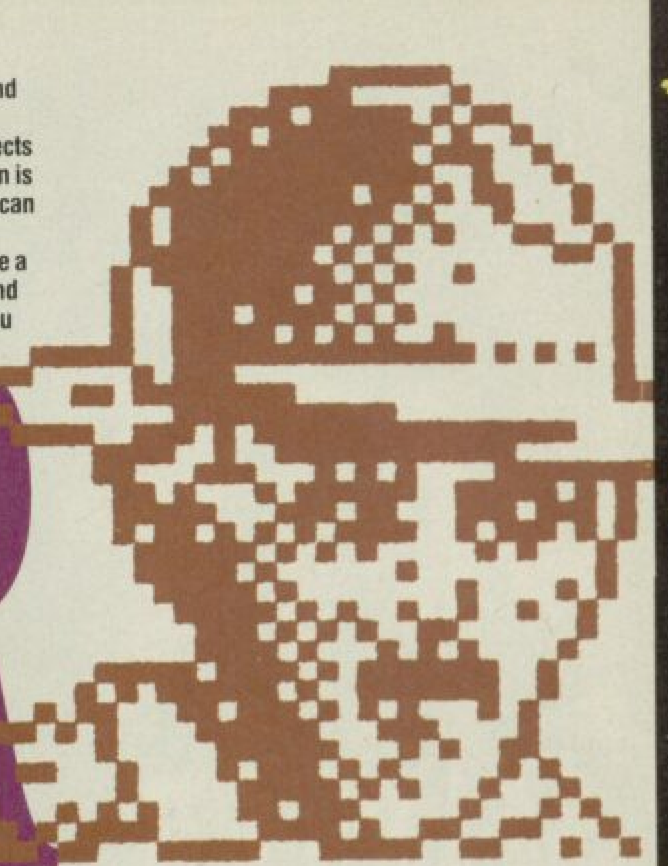
Descend down through the levels of the castle dungeon, get the shield and then make your escape by climbing up the castle walls. Beware that energy-zapping lightning!



System 3/£9.99 cass/£14.99 disk

Davey System 3 – they thrilled us with *Last Ninja 2*, they went a bit wobbly with *Dominator*, and now they're entering into the *Indiana Jones* explorer-type domain with their latest offering, *Tusker*. And, you'll

TUSKER



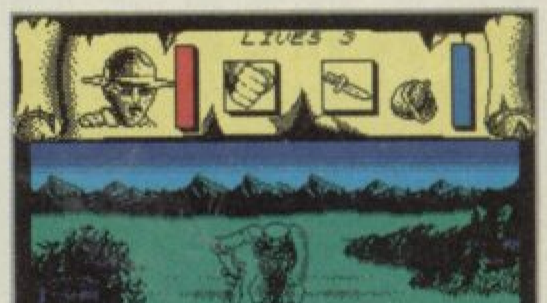
be pleased to hear, it bears much more of a similarity to the former in concept and gameplay than the latter. Hurrah!

You take the role of the intrepid explorer trying to realise your dad's ambition, just like in *The Last Crusade*. Only whereas Indy's pop was obsessed by the Holy Grail, your dad's obsession was. . . Calvin Klein aftershave! Ho ho, only joshing, readers. No, what he really dreamt of finding was the fabled Elephants' Graveyard. The only thing was that on one of his expeditions he popped his clogs! So, being the loyal son, you venture forth to continue his work.

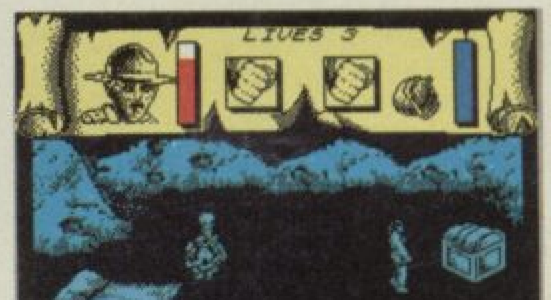
Like *Last Ninja II*, it's a sort of 3D scrolling arcade adventure. Unlike *Ninja* though, it has three multiload levels instead of six. But then again the backgrounds are all in colour this time and feature some nice touches, like the way your sprite is half obscured when he goes behind solid background details or up to his waist in water. It's a bit weird the way that you're also obscured by foreground detail, 'cos it means it's possible to get creamed by an Inca type with a big mallet without seeing what's going on! Still, the overall impression of the graphics is very good – these allow for exciting *Indy*-type situations, in which bad guys appear from behind huts when you least expect them! The sprites themselves are in monochrome, as are the objects and weapons that you collect, and the animation is pretty neat too. You can punch high or low, you can kick, you can pick things up and you can use different weapons and objects (or both). Choose a knife and you can stab, choose a water bottle and you can drink, choose a gun with bullets and you can shoot. Get the picture? There are all sorts of beasties to be killed, including zombies (which creepily reassemble from piles of bones in front of your very eyes!), man-eating plants, and even bloomin' dinosaurs!

The best thing about it though is the way *Tusker* captures that certain 'je ne sais quoi' feeling (as the French would say) – that element in the *Indy* movies which made them so exciting and fun-packed. For me, it's the way Indy solves certain puzzles and overcomes problems using the unlikely objects to hand. This is what you have to do in *Tusker*. Present the right object (or combination of) at the right time and in the right place, and you'll get a clue to help you in your quest. There are loads of objects to be picked up, and these can be used to fulfil different purposes.

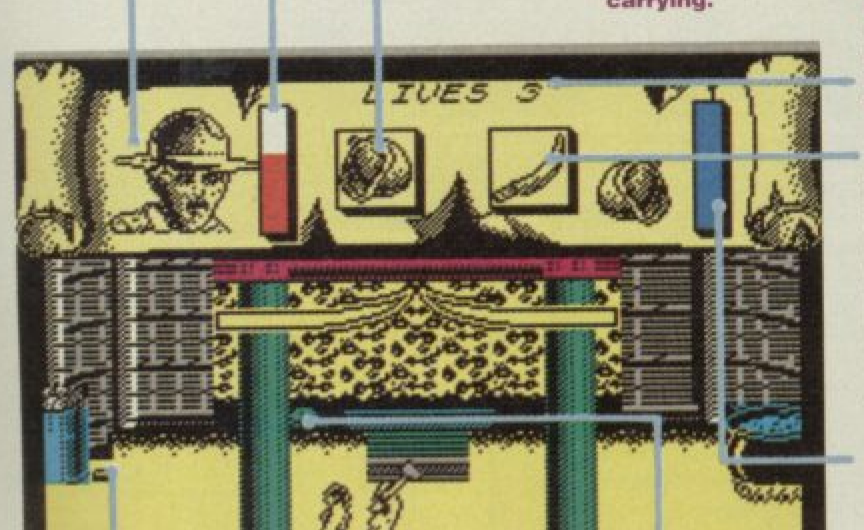
If, like me, you loved the *Indiana Jones And The Last Crusade* game, but bemoaned the fact that the problem solving and puzzle element of the movies was a bit lacking, then try *Tusker* for size. An arcade adventure with the emphasis on adventure, with some pretty spiffy graphics and a good many hours worth of puzzling. Mappers and tippers will be in their element!



"You can tell by the way I walk, I'm a ladies' man, no time to . . . AAArgh!" It's the start of Level Two, and I seem to be in a bit of an impossible predicament! No matter where I cross the swamp, this great big Swamp Thing keeps coming out and braining me! (Basically, it's a case of not 'where' but 'how'. Hint, hint.)



Ah ha! A treasure chest! Now, how do I get it open? (Lookout!! *Behind you!!* Reader's voice)



finalverdict

LIFE EXPECTANCY 78°

GRAPHICS 90°

ADDICTIVENESS 80°

INSTANT APPEAL 85°

DIAGNOSIS

System 3 back on track with an *Indy*esque game in the *Last Ninja II* vein. Smaller in size than *Ninja*, but with tons more colour and just as puzzling.

82°

GRAND PRIX MASTER

Dinamic/£9.95 cass/£14.95 disk

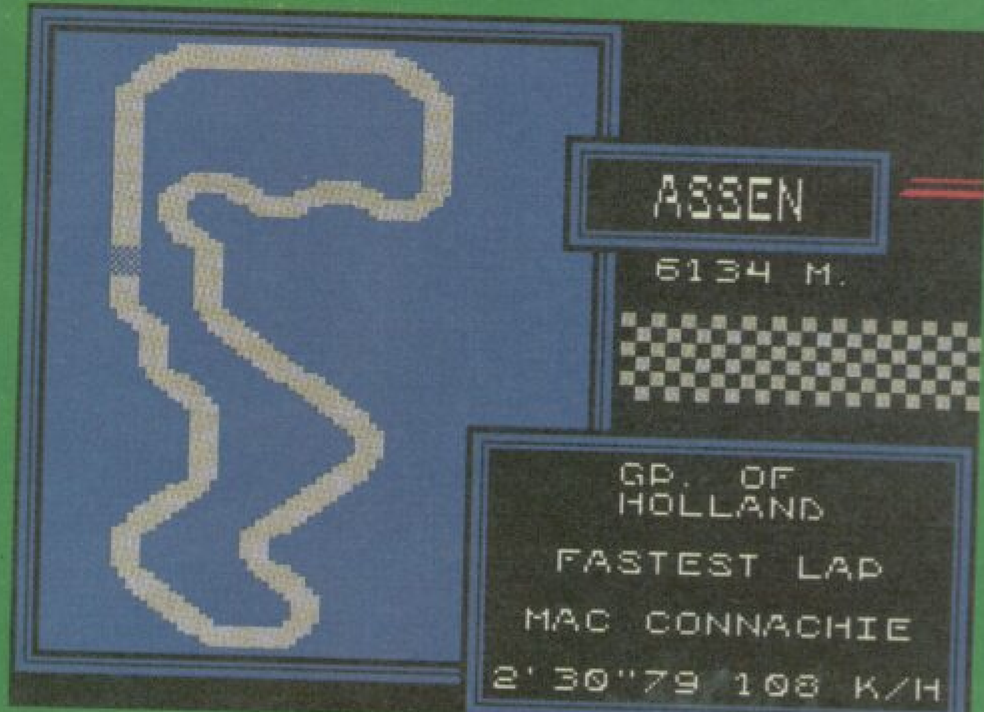


Jackie Caramba! Now I know Dinamic likes its games hard. I mean *Army Moves* was a tad tricky. And *Navy Moves* an incy bit intricate. But *Grand Prix Master*, the latest game from our Spanish amigos? It's nearly flippin' impossible!

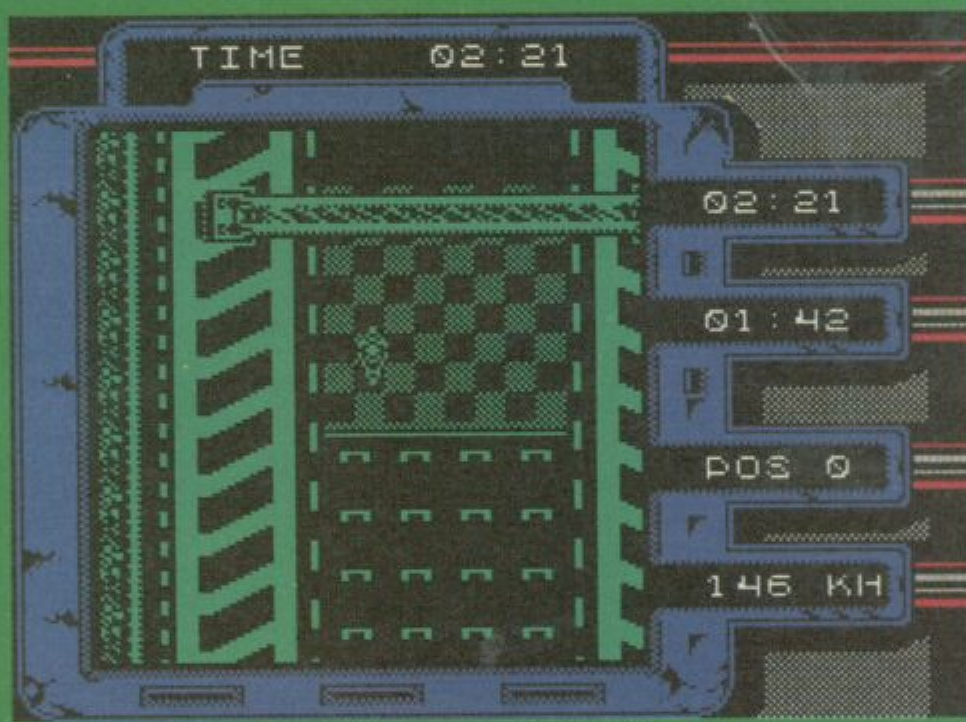
Grand Prix Master is a viewed-from-above, motor cycle racing game in which you find yourself taking part in the 80cc World Motor Cycle Racing Championship. It's a game of points-tables, racetracks and bikes that look like tadpoles in which you get to play the Spanish Motorcyle Champion Jorge Martinez 'Aspar' (there's no Barry Sheene here, matey). The aim of the game is to compete against the other motorcyclists in the championship in an attempt to win it. So zip up your leathers, sit astride and prepare to race.

The game begins at the start of the championship season. There are seven hair-raising tracks ahead of you and you must qualify and compete in each one, picking up enough points en route to become overall winner of the championship. You have but five bikes to your name, so make sure that you don't trash all of them before you reach, say, the third track. Mind you, trashing your bike before completing the championship will be the least of your worries, 'cos first you've got to do the almost impossible — qualify!

To do this, you must complete one lap of each circuit in the time given on the right hand side of the screen. This involves racing your bike around the empty viewed-from-above racetrack as quickly as possible and coming home before the given time. But it's easier said than done, race fans, 'cos the weird control system of this game means that it's very difficult to get anywhere fast. The only controls you are given are up, down, left, right and brake. And to get your bike to zip along el pronto you have to steer it in the same direction as the on-screen scrolling. So if the track starts scrolling down screen, you must steer your bike downwards to maintain your speed and so on. Sounds reasonable enough, I hear you say, but if you stop pressing down, or wibble about a bit from left to right, you'll find yourself decelerating. And just as you manage to sort yourself out, that inevitable bend suddenly appears and you have to change direction and lose speed yet again. Aaaargh!



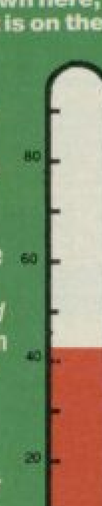
Here we are at Assen in Holland. On the left we have an overhead view of the whole course and on the right the impossibly fast lap record for that track. Can I beat it? Not on your nelly, chum.



And I'm off. As you can see, I'm on my own here, 'cos yet again I'm trying to qualify. The time I have to beat is on the left, but as ever I'm at least 20 seconds out. Oh well.

This tricky control system makes it very hard to qualify on any of the given tracks. And I found myself spending most of my time going round and round each circuit trying, and largely failing, to qualify for most of the actual races. I managed it once, on the Italian Grand Prix circuit at Imala. The race itself was actually quite fun, with all that jockeying for position and all. But generally, *Grand Prix Master* is so difficult to play that the whole aim of the game (to win!) becomes an impossible task because you never actually get to qualify for the races.

Obviously, our Speccy-loving Spanish cousins like their games hard, but since *Grand Prix Master* is graphically unastounding and near enough unplayable, I'd give it a miss if I were you — unless of course you're of Spanish descent. (*But you are! Ed*) Oh, yes. Oh well!



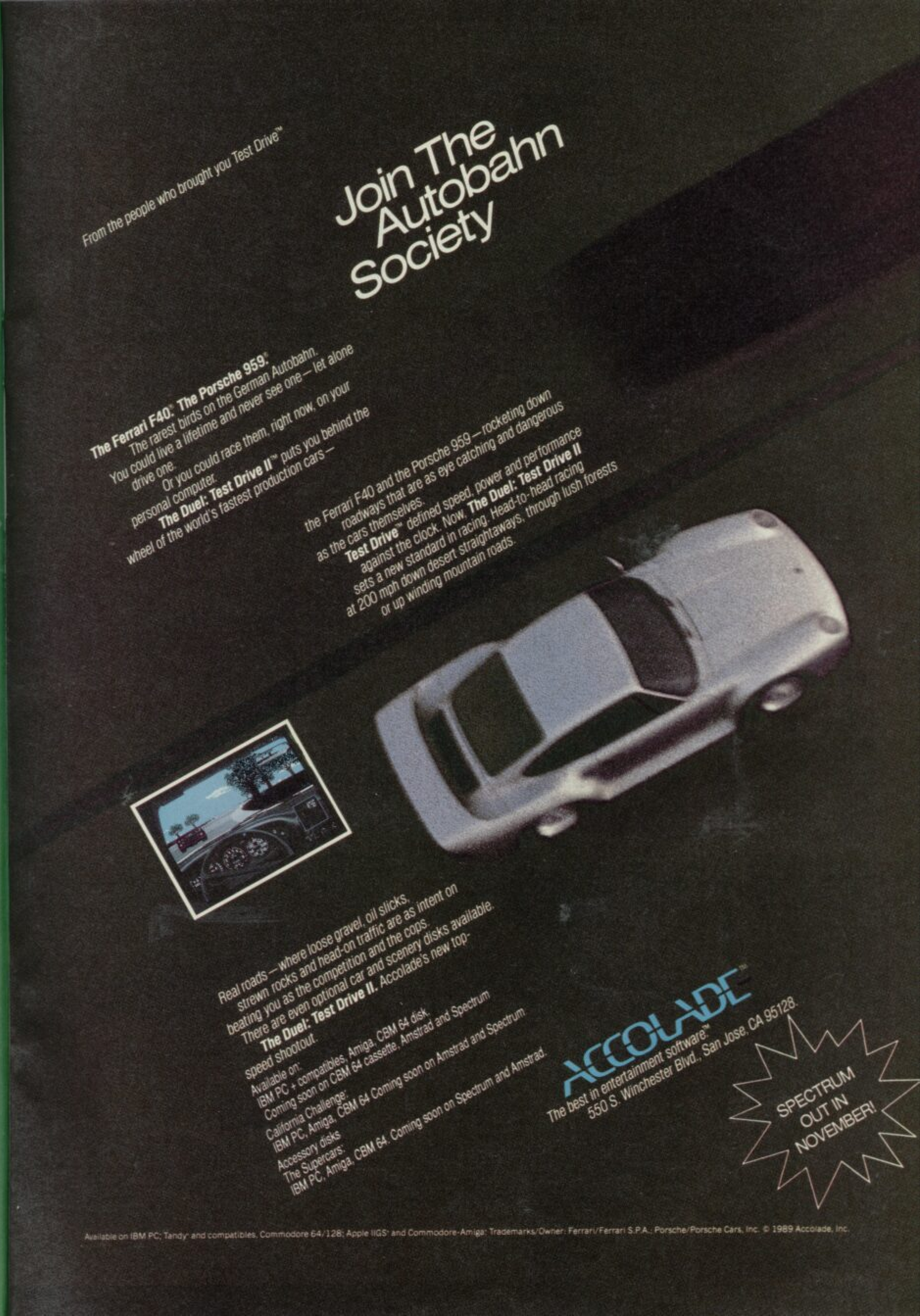
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
40°	45°	47°

DIAGNOSIS

An impossibly difficult viewed-from-above racing game. Only for die-hard addicts.

INSTANT APPEAL 43°


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HARD DRIV



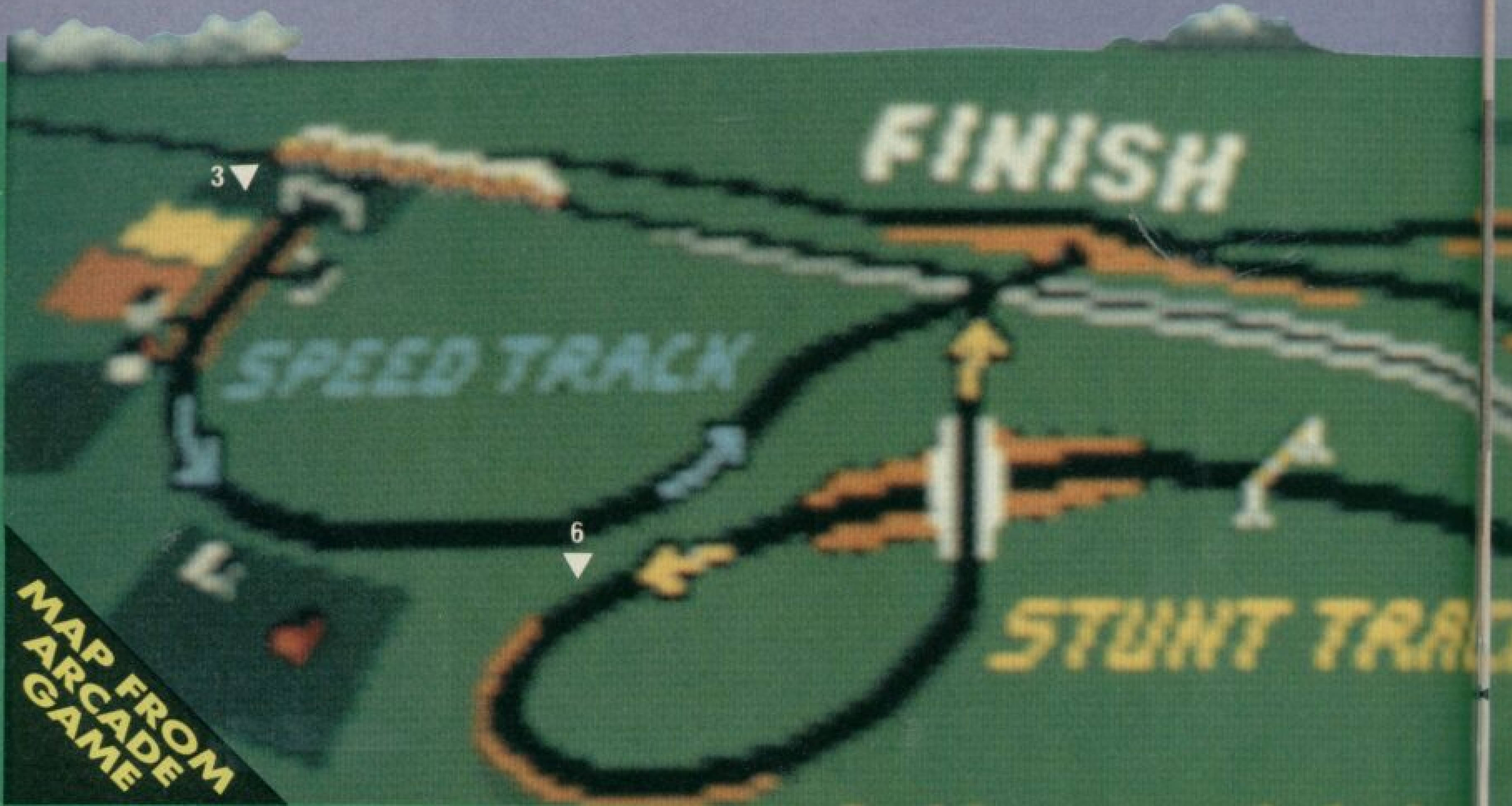
Taking the first bend on the Speed Track. It's pretty hairy I can tell you. But if I can get my speed down to 60 I reckon I should just about manage to squeeze round without skidding off the track.



Eeeeeeeoooooooooow! Out of that bend and on into the first straight, pedal to the metal or what? The drawbridge that I'm just about to drive under is actually the very same one I'll have to jump over on the Stunt Track. Blimey. Looks a bit dicey, doesn't it?



Checkpoint Charlie approaching. Will I make it in time to get an extended play and then have a crack at the current Phantom Photon?



Hard Drivin', the Atari coin-op, was billed as 'the most realistic driving sim ever' when it first appeared in the arcades earlier this year. What with its totally mad stunt and speed tracks, its 'centre-feel steering with continuous force feedback' (um, which means it felt just like driving a real car, Spec-chums), its 3D graphics, its adjustable swivel seat, its accelerator, brake and clutch pedals, not to mention its four speed gear stick, it really was the business. If ever Duncan disappeared from the office during the day you could bet your last milk gum *(I believe that one's mine actually. Chomp. Ed)* he'd be down the arcade having "just one more spin". The scamp.

Anyway, now this wonder of arcade machines is about to make an appearance on to our trusty Speccies – courtesy of Domark, of course. So Matt sent me hot-foot over to Putney to take a pre-release gander at it. But hang on a minute, I thought (as I mirrored, indicated and manoeuvred around Hyde Park Corner), if the whole appeal of the arcade game was its realism, how's it going to fare when it's all squished down into our trusty little black boxes? The answer, I was pleased to find out, is surprisingly well.

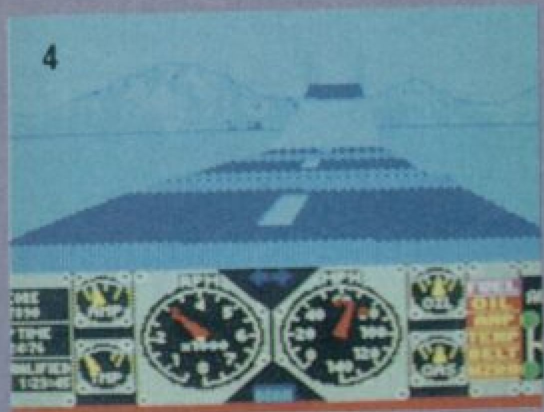
You see, the appeal of the arcade machine was not only its realistic driving feel (which obviously can't be ported across to the Spectrum), but also its realistic multi-directional 3D, solid-filled vector graphics (which can). Usually in racing simulation games, like *WEC Le Mans* and *OutRun*, all the cars are two dimensional and hurtle along the road in only one direction i.e. forwards into the screen. But in *Hard Drivin'* things are different. All the cars are three dimensional. There you'll be, hurtling along at a fair rate of revs, when, *neeeoooow*, a solid-filled 3D lorry will suddenly appear in the oncoming lane. Nothing new about that, I hear you say. After all, you got 3D oncoming traffic in *Turbo Esprit* and *Fire And Forget*. But was it as huge and realistic as this? Not on your nelly, chum. Just take a look at the Oncoming Traffic Box in the corner there if you don't believe me and at how the lorry in *Hard Drivin'* grows realistically bigger and bigger as it approaches you and almost fills the screen as it drives past. Berlimey. Have you ever seen anything like it?

Not only does *Hard Drivin'* look graphically whizzo though, it also promises to be rather fast and very, very playable.

Just like in the arcades, you begin the game sitting behind the wheel of your Ferrari Testerossa. You view is through the windscreen of the car and your dashboard is in front of you, consistently displaying your score, lap time, position indicator, gear stick, revs and miles per hour. You can choose to drive in automatic or manual (it's easier if it's in automatic) and there are two road racing tracks ahead of you – a Speed Track and a really mad Stunt Track. The basic aim of the game is to drive your car once round either one of these two tracks, beating the time set by the computer. Sounds easy? Believe me, it ain't.

The Speed Track is murder. Just take a look at the banking bends and slippery straights on that map. Not only do you have to belt around the course as fast as possible, but also overtake slower cars and avoid oncoming traffic. If you're going too fast, you'll skid off the track and end up on the grass. *(The speed signs are there for a purpose then, eh? Safety Conscious Ed)* Then a little arrow appears, pointing you in the direction you

Neeeeeooooow! *Hard Drivin'* from Atari was *the* car racing sim to hit the arcades this summer. So when *Jackie 'Hard' Ryan* heard that Domark was well into completing the Spectrum version, she pulled on her driving gloves, jumped behind the wheel of her Reliant Robin and (after checking her A-Z of course) pootled on down to Putney to check it out. Vrrooooooooomm!! Chugga chugga!! Phutt phutt!!



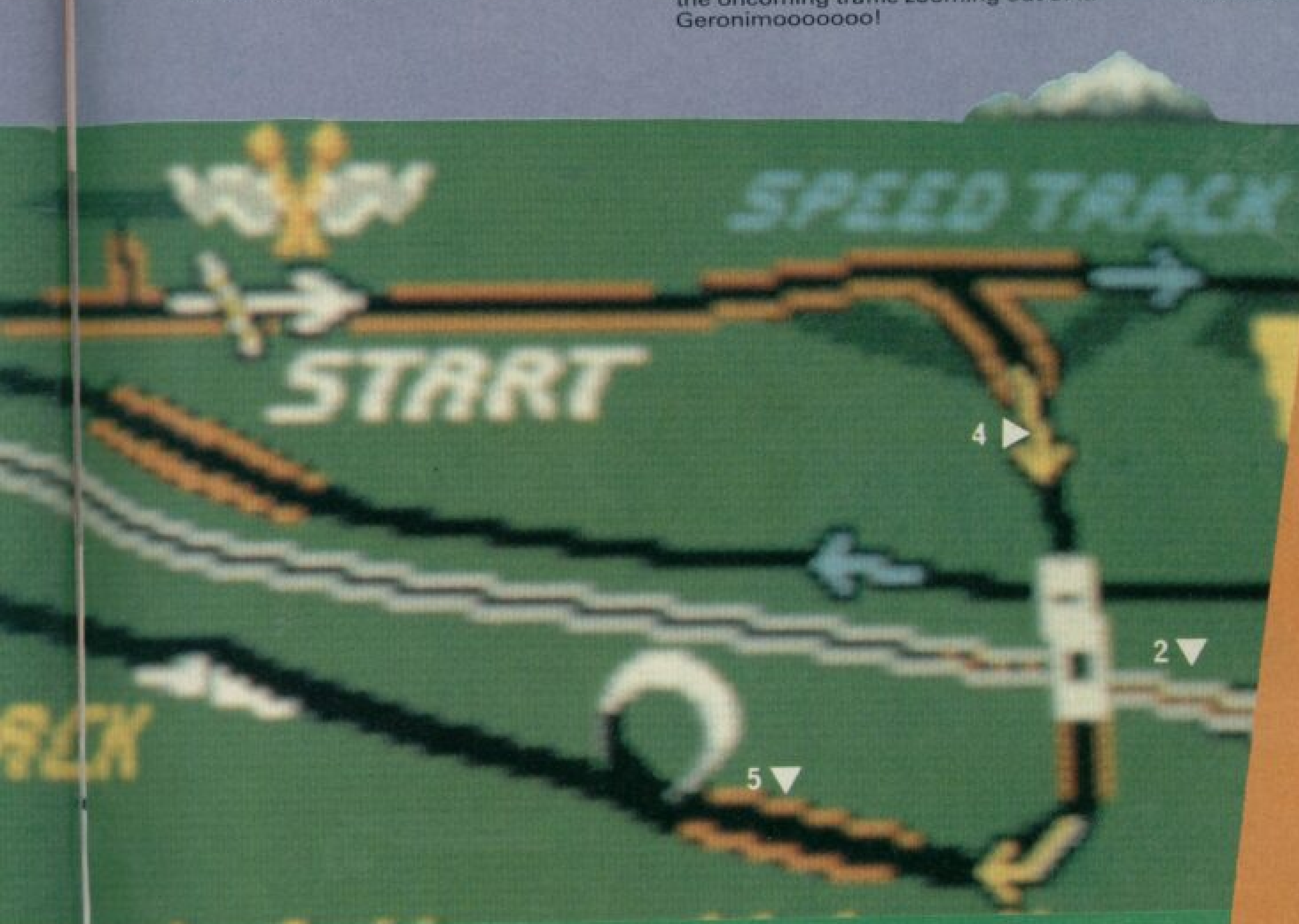
Oh no, I took the wrong turning back there and now I'm on the Stunt Track. Yikes! That looks like the opened drawbridge up ahead! Accelerate! Accelerate!



Woooooaaaaah! It never rains but it pours! First the drawbridge and now a loop-the-loop. Cripes, better get into lane here too, 'cos it's a tad tricky to see any of the oncoming traffic zooming out of it. Geronimooooooo!



Gordon Bennett. Looks like I came into that bend a tad too speedily and now I'm grass bound. Must get back on the track within ten seconds though if I want to stand a chance of finishing. Vroooooom!



should go. In the version I saw you had around ten seconds to get back on to the track and make up some lost time by cutting across the grass, before the computer plonked you willy nilly back on the course, generally placing you further back than you were. Pah.

As for the Stunt Track. Well, have you ever tried leaping a draw bridge while pootling along at 30mph, or driving blind through a loop-the-loop at 50mph? It's flippin' impossible. Mind you, if you do make a pig's ear of it, you can always sit back and watch all your spectacular crashes from the comfort of your own driver's seat. 'Cos just like in the arcade version, this game has an instant replay crash sequence too.

Make it to the first checkpoint and you get the chance to go on and try to finish the circuit. But cross the finishing line and beat the clock and you then get to go on to the Championship Lap and face the Phantom Photon.

It begins with you and Phantom Photon lined up on the starting grid. Phantom Photon isn't a phantom though, oh no. He's a physical reincarnation (in yet another Ferrari, of course) of the last person to hit top spot on the computer. So you can be pretty sure there'll be some hectic pedal-pounding to get stuck into as you race against another car, rather than the clock, in the Championship Lap. (Oh, and since you two are the only vehicles on the road, there's no need to worry about oncoming traffic. Hoorah!)

Phantom's motor always follows exactly the same course that the last Phantom Photon took to win the coveted title. But then the fun *really* starts when one of your previous Championship Lap drives makes *you* Phantom Photon and you end up racing against yourself!

Hard Drivin' looks like it's going to breath a new lease of life into the fairly tried-and-tested formula of car racing sims. Watch out for the full review next issue.

Game	***Hard Drivin'***
Programmers	**Binary Design**
Publisher	**Domark/Tengen**
Price	**£14.99/£9.99**

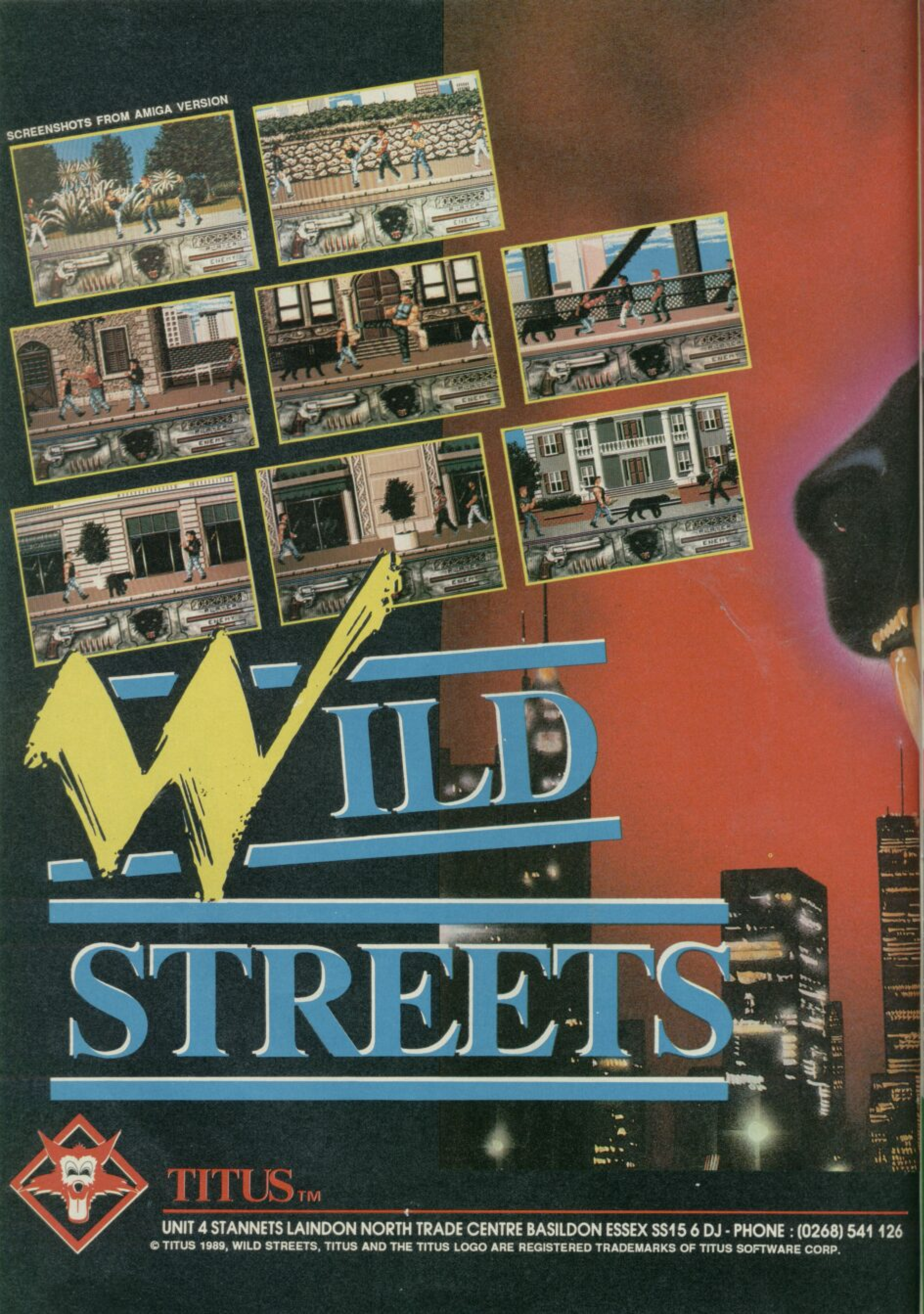
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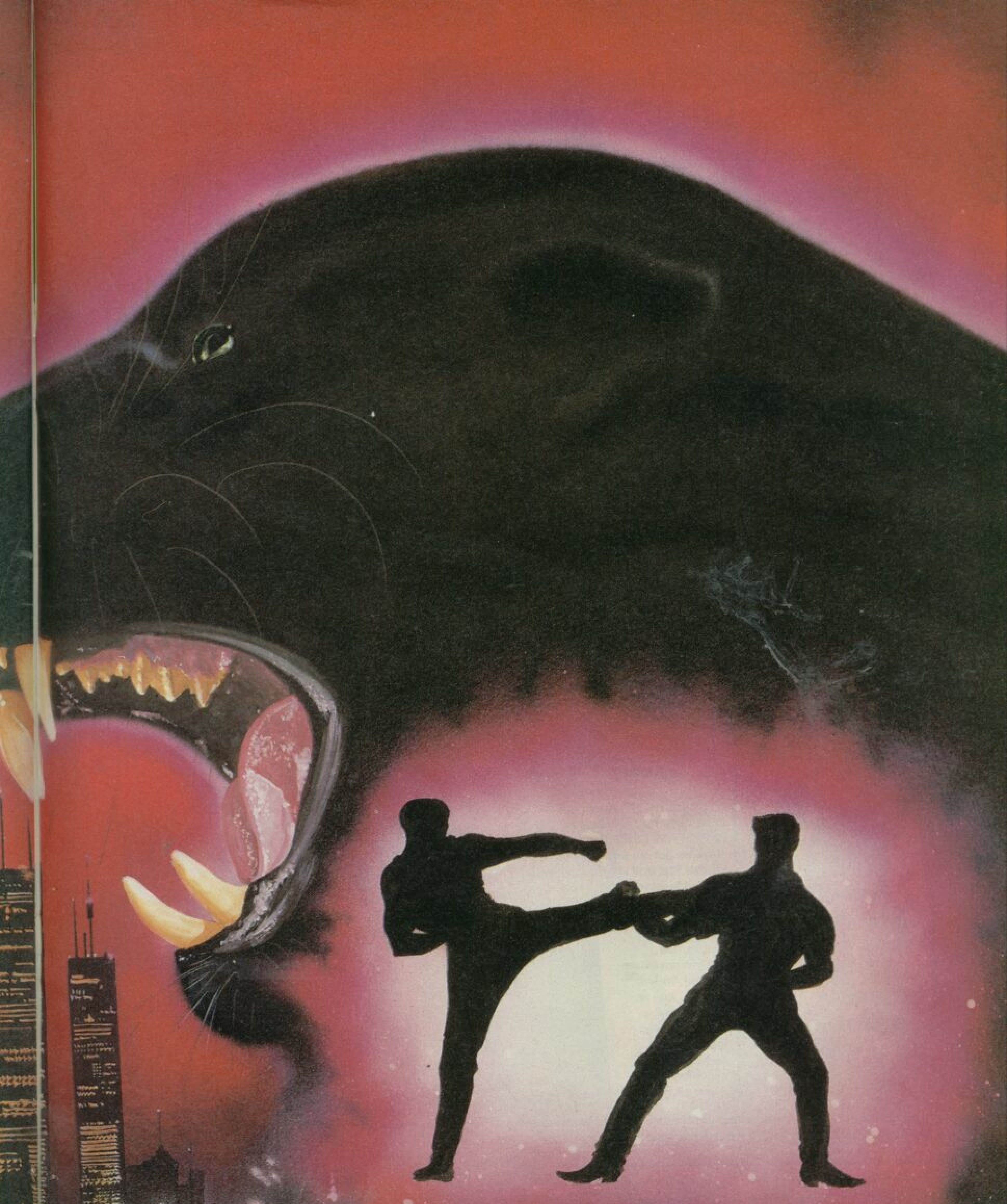






The thing that makes *Hard Drivin'* different from other road racing games is its oh-so-realistic solid filled 3D graphics. Have you ever seen anything like this? All the oncoming and overtaking vehicles seem to fill the screen as they approach and pass you. Just take a gander at these screenshots.That oncoming lorry just gets bigger and bigger as it comes towards you. Berlimey!


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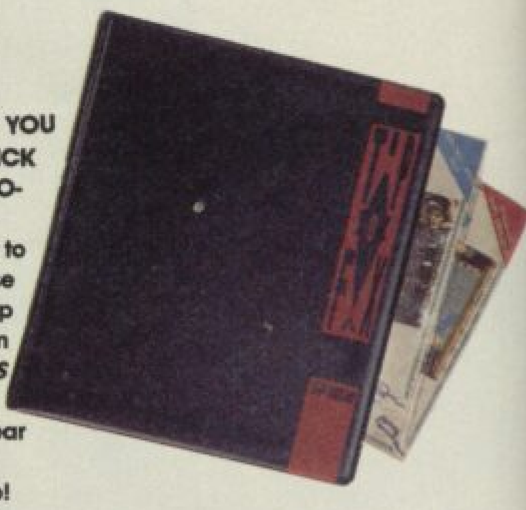
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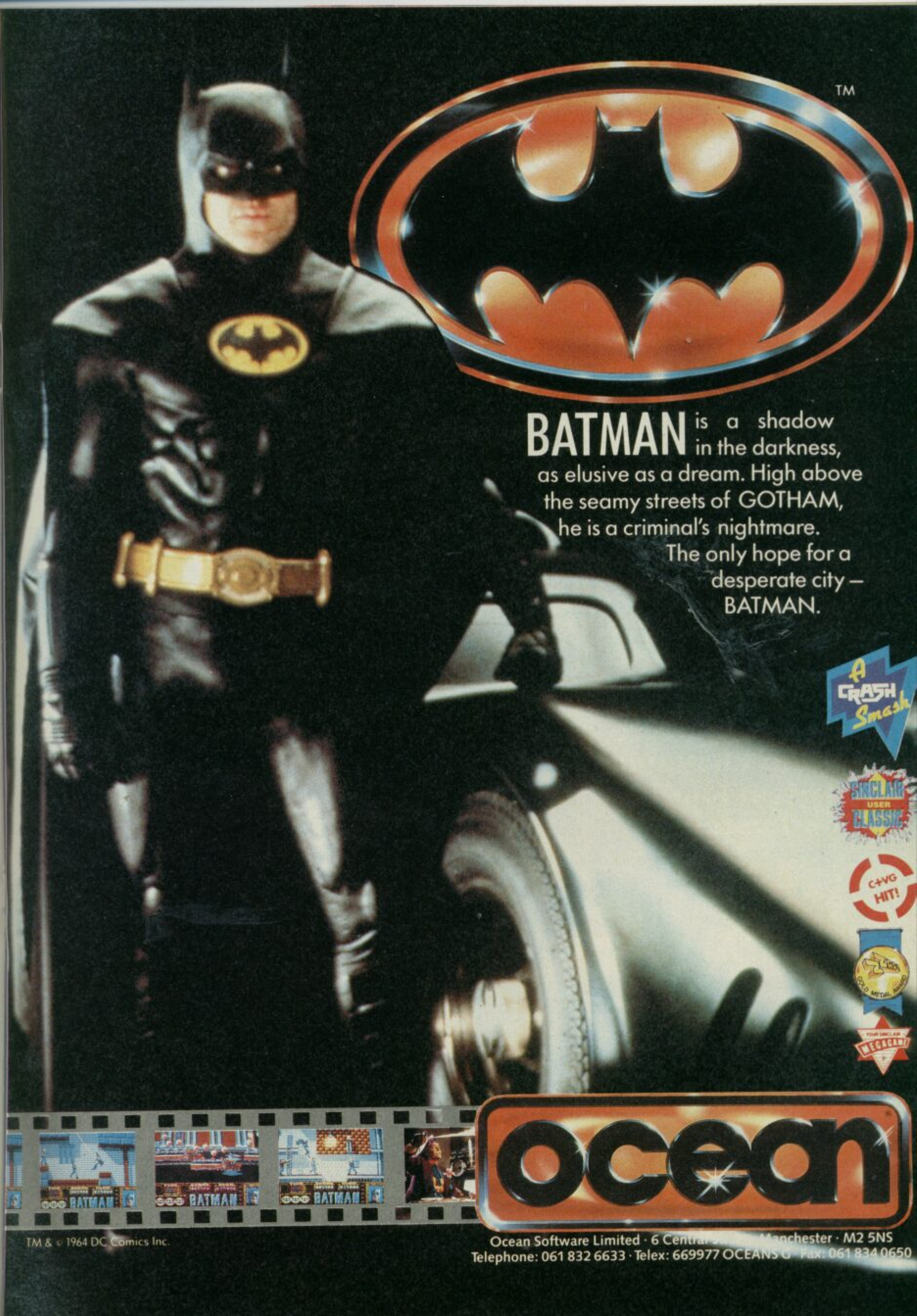
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THEY'

Pretty As A Picture, Mean As The Devil.

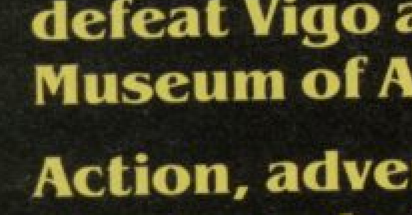
Weird things happen... The slime is on the rise. The Titanic has arrived. And after 300 years, Vigo the Carpathian won't stay dead.

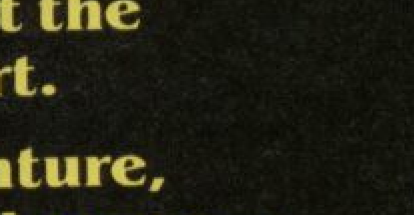
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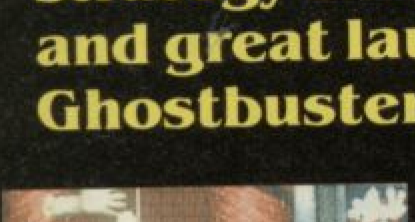
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AFTER THE WAR

Dinamic/£9.95 cass/£14.95 disk



Kati And you thought a Hell's Angels' convention on a dark night in Swindon was a dangerous place to be. Well forget it, because anyone who can tell their combat trousers from their nylon pyjama bottoms knows that the most hair-raising location this side of the chippy on a Saturday night is Manhattan. Not the most hospitable place at the best of times, let alone after a nuclear war! Cripes!

Yep, they finally did it. The superpowers pressed those cute little red buttons and the world's been blown up. The poor blighters still alive have either lost their marbles or turned in total desperation to the pleasures of the flesh (cannibalism that is, perv peeps). The only chance our hero, Jonathan Jungle Rogers (concrete jungle, geddit?), has to escape is to run like the blazes to a launching platform and scarper on a ship headed for space.

The upshot of this whole shebang is that you (our Jonathan) have got to fight your way through two loads full of crazed and frenzied radioactive blokes and robots (rotters). First off, you're hurled into the midst of one of those left/right flick-screen beat-'em-up affairs pretty much in the mould of *Vigilante, Renegade, Dragon Ninja* – you know the stuff. Basically, it's a case of kicking and punching diced carrots out of a bunch of radioactives who glow in the dark and throw dynamite at you. Then it's face to face with the extra tough end-of-level baddie. Ooh, what a surprise!

Second load, and the launch pad you're after just happens to be defended by a psychotic maniac with an army of defensive robots and gun emplacements to his name. The pesky blighters just won't let you get on with your job! They follow you, throw atomic mines at you and send out their mega kangaroo destroyers (big tanks with mega guns). Your honest-to-goodness bloke, just trying to escape the planet and make a better life for himself, has no choice but to pump them full of lead with his machine gun. What a shame.

Well, that sounds like a pretty run of the mill beat-'em-up cum shoot-'em-up to me, I hear you cry. Well, yes. There's nothing mind-bogglingly new about this little number, I grant you. But having said that, it does have some of the biggest, mean-muther-looking sprites I've recently seen on the Speccy, clear if unspectacular backdrops and brillo 128K sound. The fighting moves on the beat-'em-up bits are a bit on the boring side (just punching, crouching and kicking) and poorly animated, but on the shoot-'em-up levels it really comes alive.

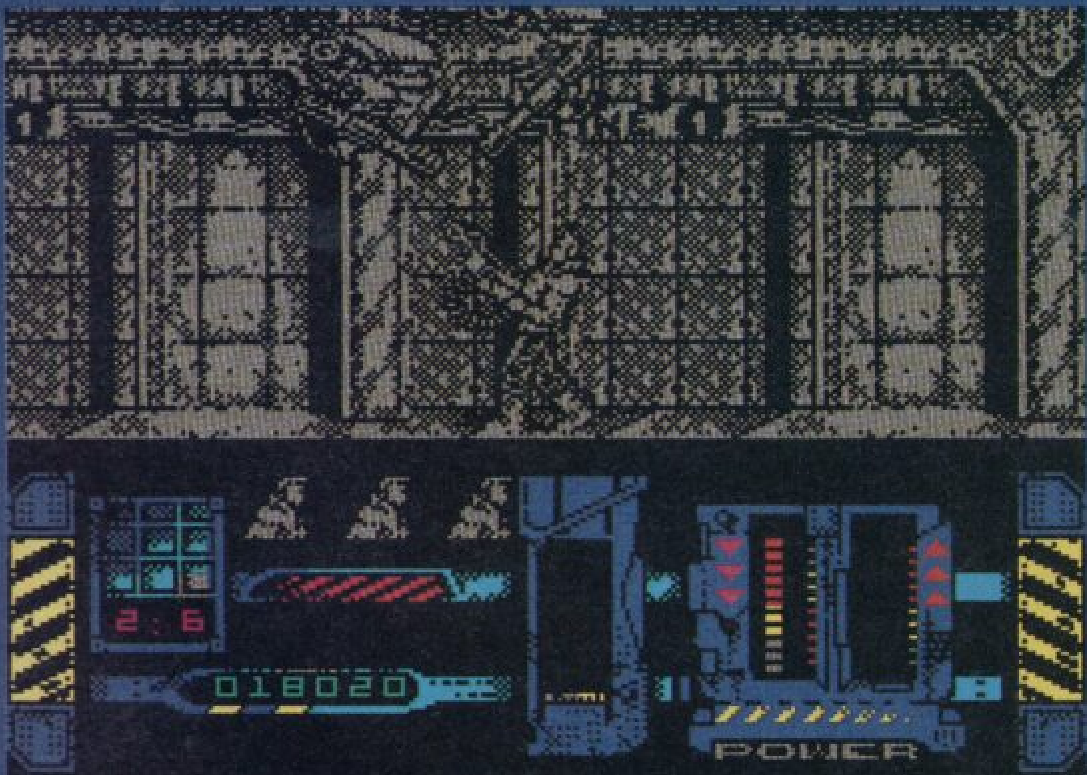
Wandering along claustrophobic corridors with giant gun on hip, taking pot shots at the trillions of robots and security droids that gang up on you from above... well, it's got much of the feel and atmosphere of that space film *Aliens*. (What a pity



This is the first bit and it's ridiculously hard. Some dodgy bits of animation, anatomically impossible fighting moves and a ridiculous difficulty level means it's possible to get put off very quickly.

the Speccy conversion of that was so hopeless!) Yup, real gung ho macho excitement (if you like that sort of thing). For mindless blasting satisfaction it takes some beating.

There's one major fly in the ointment though — the difficulty level (it is a Dinamic game, after all). It's just pitched way to hard. Not quite as bad as *Navy Moves* perhaps, but you still get zapped straight back to the beginning again far too often. How blooming frustrating! Maybe I'm just going soft, but the fact I wasn't getting anywhere fast really put me off. Don't start raiding your piggy bank.



Just look at this bit! You're going to have to be the most skill gameplayer in the history of Speccydom to get this far, but when you do you'll be treated by brillo comic book graphics, atmospheric sound and some of the hottest shoot-'em-up action recently seen on the Spec. (You'll still need to find a cheat mode to progress very far though.)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
60°	75°	65°

DIAGNOSIS

Dodgy (and ludicrously difficult) first level hides a rather snazzy, all action shoot-'em-up. Would've been marked higher if it wasn't so hard.

INSTANT APPEAL 70°

71°



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YS12

Ghouls and Ghosts

US Gold/£9.99 cass



Matt I got told off by Jackie for swearing this week, and now I've got to put 20p in the swear box every time I allow an expletive to pass my lips. She's got £4.60 off me already but insists "it'll all go to a good cause". Hmm.

Anyway, now I've got to try and get through this review without letting a single bit of saucy, blue or otherwise spicy language slip out. She's really picked the wrong time for these sort of shenanigans as well, 'cos *Ghouls And Ghosts* is a right sod (um, okay, a fiver) and just the sort of game that encourages the spontaneous use of colourful colloquialisms. In other words, it's bloomin' tricky! (Yikes! £5.20! Oh no, I said "Yikes"! That's £5.40. I mean 60! Damn! Uh-oh. £5.80) I mean, there you are, wandering along, minding your own business, and what happens but a zombie skeleton murderer leaps up out of the ground and has a go at you! Then another one! And another! Vultures fly after you, plants lob skulls, pigs charge, other monsters spit fire and it all gets very unfriendly indeed! And that's just the first level! It's enough to make a grown man weep – and take out a blinking standing order with the ruddy swear box! (*Another couple of 20 pees. That's £6.20 you owe. Jackie*)

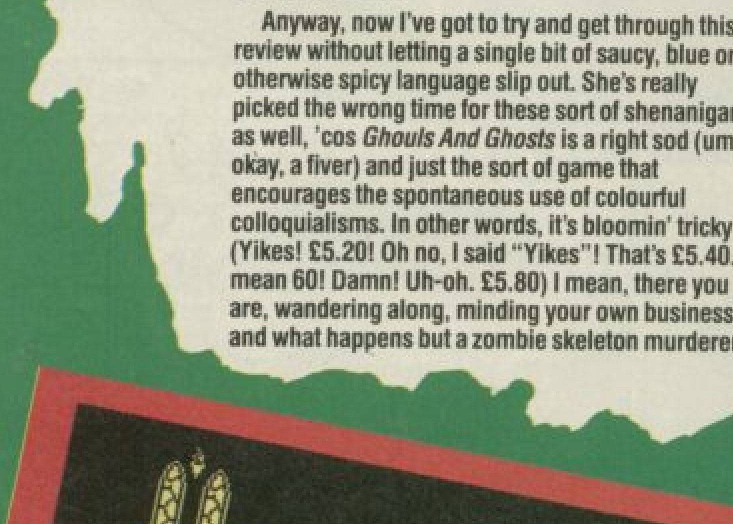
Yup, *Ghouls And Ghosts* is really hard. Perhaps a bit too hard to be friendly. In addition to the baddies, the checkpoints you have to reach to prevent getting sent right back to the beginning are quite far apart, meaning your first hour of playing is Frustration City. At least, it is if you're as crap as me. (*£6.40. Jackie.*)

Generally the controls work well but you have to jump up in the air, using your joystick, before you can access the upwards throwing weapons – which is sometimes rather unfortunate because it means you leap so high as to touch the villain you were trying to shoot and so kill yourself. Baddies sometimes rise up out of the ground right beneath you too, giving you no chance. Mmm.

Basically really good gameplayers with a lot of perseverence will find it 'just right', but ones who are a bit crap might get a bit put off. (What's that, Jack? Oh, I didn't say 'crap' again, did I? Alright, £6.60. What do you mean "£6.80"?)

Right, now we've got that out of the way, let's take a look at, erm, the look of the thing. Even though it's based on an arcade original, programmers Software Creation seem to have totally thrown out of the window any pretence at emulating coin-op graphics in their conversion. In other words, it looks like a good old fashioned Speccy game, not an 'interesting', 'honourable' but ultimately failed attempt to recreate the colour and giant sprites of your average snazzy coin-op. Totally the opposite of games like, say, *Altered Beast* and quite a welcome relief.

The small, monochrome figures you see here may not initially set the pulses racing, but they're serviceable, have a wide range of movements and don't get in the way of the extremely challenging



Yikes! It's a giant end-of-level baddie. This one's a giant fly who comes right at the end of the last level (Prin-Prin is hidden just off-screen) but there are also fire spitting 'Shielder' monsters, giant dogs (really funny, those ones), funny cloud things and even an 'enormous maggot-infested sea monster carcass'. Blimey! And 'blimey!' again – I've got through an entire caption and it's only cost me 40, uh, 60p.

gameplay. Later on, when a big, snazzy graphic appears (or a neat little one, like the flickering fire bombs you throw or the rain that falls in some scenes) it's a nice surprise and sometimes truly stunning. The whole thing is backed by some of the neatest sounds (in 128K) I've ever heard on the Speccy, with a real sing-along intro ditty too. Other than that, there's not much instant appeal here but tons of life expectancy.

So, to sum up, *Ghouls And Ghosts* makes a welcome change from the recent slick, flash but ultimately shallow coin-op hits which US Gold has produced recently (*Fog Worlds, Strider*) and shows a massive improvement on the dull conversions it did at the start of the year. It's good to see the gang producing genuinely good arcadey games again and this must rate as one of the most challenging and playable of the year. A bit of a triumph for USG and Software Creations all round, I think. Blimey O'Reilly O'Rourke!

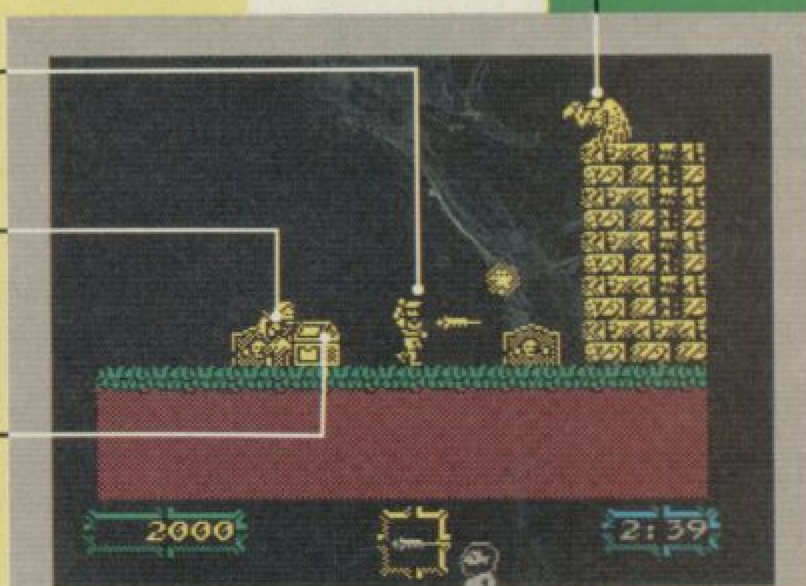
(*I think we'll round that off at seven quid, thankyou very much. Jackie*) Oh drat.

WHAT'S IT ALL ABOUT, THEN?

Ghouls And Ghosts is, of course, the sequel to that earlier arcade smash *Ghosts And Goblins*, and features the return of all our favourite characters. There's our hero, Arthur the Knight Errant, a rather skinny, characterless little monochrome sprite with an exaggerated running action, magic cast iron armour and a limitless supply of throwing spears. He's got a wide range of movements (left, right, jump left, jump up, jump right, crouch, throw left, throw right, throw up (yuk!), throw down and climb) and can collect other weapons from the magical chests strewn along the way or from jars carried by dead baddies. Collecting and using these weapons in the right order is apparently the secret to success in *Ghouls and Ghosts*, but I haven't quite got it sussed yet. Then there's his chick, the wonderfully named Prin-Prin. She can't do anything (as such) but just sort of waits for you at the end of the game. Of course, you won't get that far – not if the forces of evil have anything to do with it anyway (and they will). And that's the plot. Good, eh?



It's weapons-collecting time. These treasure chest doobries contain extra weapons like throwing daggers (a really good weapon – you toss them three at a time), shurikens, magic armour (which makes each additional weapon you have into a super weapon), axes (which go right through more than one baddie) and flames which burn across the floor. Be careful though. Should a magician jump out he'll turn you into a duck (?) – so shoot him quick!

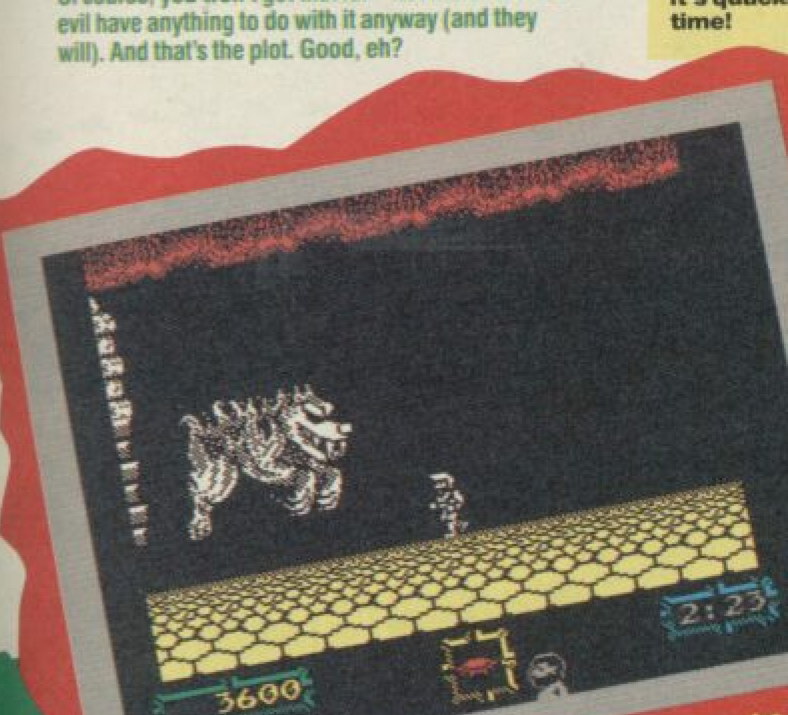


This is you (or in this case, me) Arthur the Knight Errant. Dull looking chap aren't you? Or aren't I, I suppose I should say. The things you're throwing are javelins. Take that, ghost or ghoulie, whichever you are!

Look out, it's a vulture. He'll sit there looking all innocent, but just wait 'till you go past. (He'll whizz down and attack you.) The scamp!

Uh-oh. More of these Grim Reaper zombie things. Get back in the ground, son of soil!

Uh-oh, a treasure chest. Watch this one – if a magician pops out you've only seconds before it's quacking time!



And here he is – the giant Cerberus fire-dog thing from the end of Level Two. He's huge! He's mean! He bounds on screen like a great big Andrex puppy! Then he bounds off again! What a hoot! (Uh, down Shep!)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
93°	84°	89°

DIAGNOSIS

Simple but pleasing graphics plus bags of playability equals the best US Gold release this year (possibly). It is a bit hard though.

INSTANT APPEAL 82°

80 60 40 20

91°

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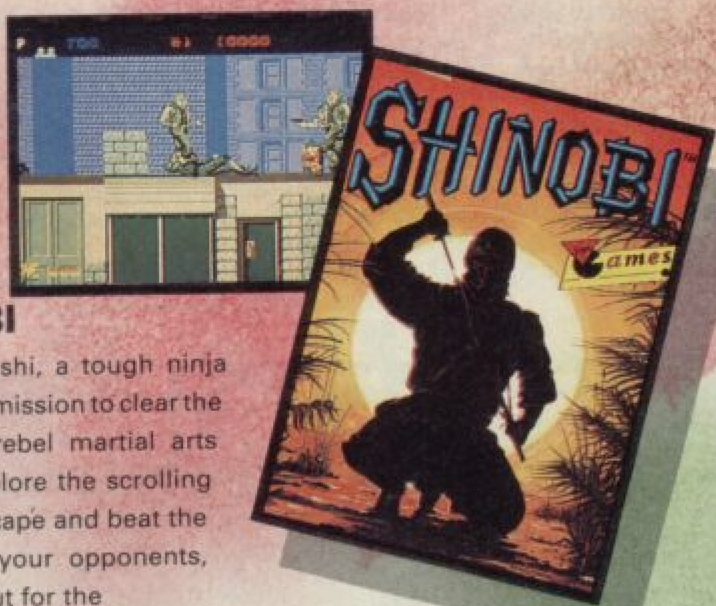
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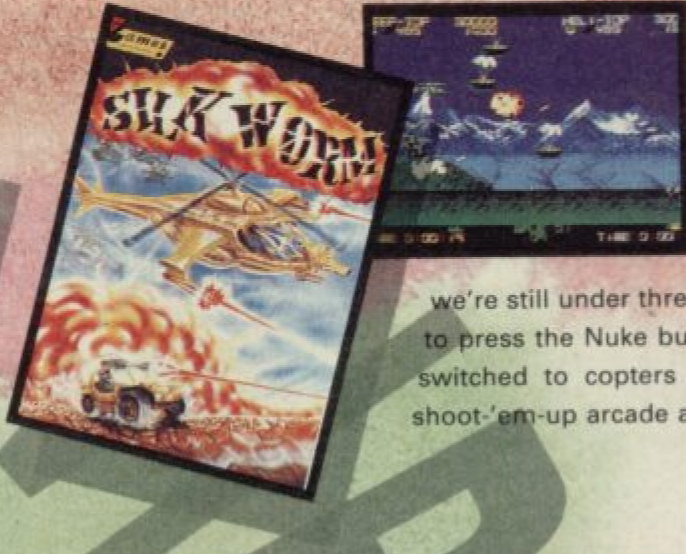
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XENOPHOBE

MicroStyle/£9.99 cass/£14.99 disk



Robin MicroProse must be running out of things to simulate, having already churned out games based around every possible type of death dealing vehicle. Oh, with the exception of milkfloats that is. There's a notable gap in the range when it comes to milkfloats. Now it's turning its hand to coin-ops with the first release on its new 'Games For Adults (But With No Whey Hey Parts)' MicroStyle label.

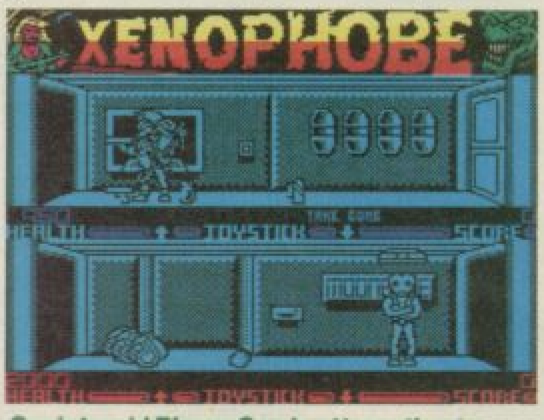
Xenophobe, the coin-op, is a viewed-from-the-side, exploration-based, multi-player blasterama which usually prises a few 50ps from me whenever we meet. And, with the nauseating sincerity of Miriam Stoppard, I can confirm that this is a pretty authentic conversion.

The plot's contrived rubbish. My copy's on its way to the Friends of the Earth Recycling Dept. So let's concentrate instead on the real nitty-gritty of the game which is to clean up space stations packed to the rivets with some aliens of the Xeno genus. Said clean up job can be done alone or with another player and the screens split in half to provide each of you with a view of the action.

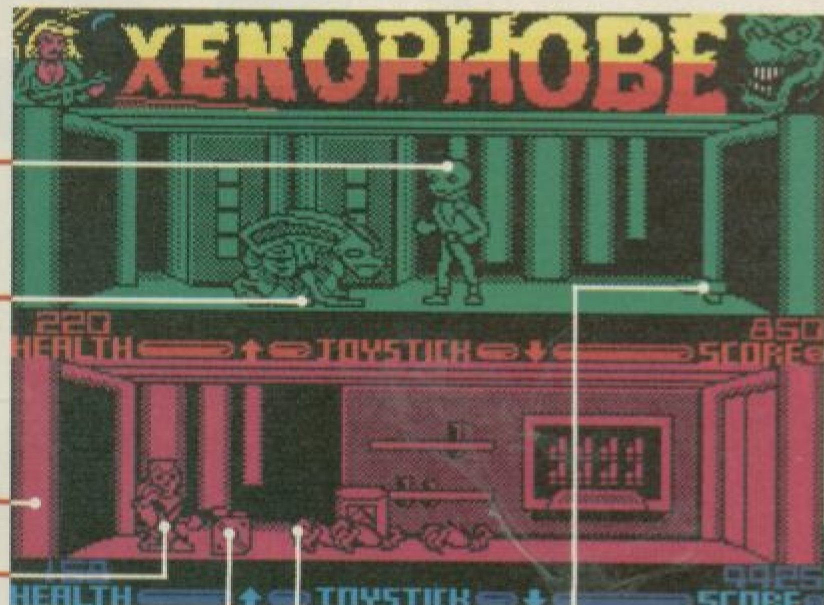
Each level needs to be rid of Xenos in a set time, before they completely overrun the place, and there's a nice selection of hi-tech sci-fi weaponry for you to utilise. Once the Xeno count on the space station is zilcho you're beamed back to ship and given a lift to the next level (of which there's a total of four).

You won't find scarier baddies than the ones in this game. They sap your health points so inventively too. Some cling to you, others spit and the worst of all zaps zillions of health points with his mesmerising version of the Paddington Bear Hard Stare. The skill with which they've been drawn extends to all the graphics which, although monochrome, are beautifully crisp and clear. Spooky soundtrack too.

Xenophobe's biggest problem is life expectancy. The attempted strategy elements (having a



Our intrepid Player One is attempting to break the world record for the number of aliens clinging to the body.



This is Player One, who I've selected from a total of nine different characters. Hmmm, looks a bit alien himself, doesn't he?

Told you these aliens were scary. This one leaps at you, spitting venom.

Your health and score. You start with 2,000 health points but the Xenos have got some really inventive ways of taking them off you.

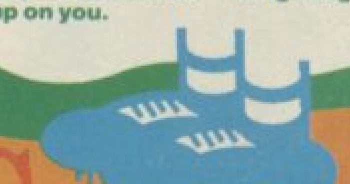
Here's Player Two along with a new-found alien buddy that's clinging to his back and sapping his lifeforce even as we speak. A quick waggle on the joystick throws 'im off.

Inserting this disk into any of the computer terminals initiates the self destruct sequence.

These Xenos are called Critters and hatch from very *Alienesque* eggs. Blast them before they get a chance to jump on you.

One of the many guns strewn about the place. There are different types ranging from pistols to lighting rifles.

Saint And Greavsie



Grandslam/£8.99 cass/£12.99 disk



Marcus "Woor, Saint, wossis sen? Iss one o'vese compu'er games, innit? 'Ow much wad'll we be gettin' for it, then?"

Whatever they're getting, it can't be enough. Ian St John and Jimmy Greaves as well as being cracking footballers (back in the '60s and '70s when I was a mere lad) are possibly the two greatest Britons of the current age. With wit, wisdom and more casual jumpers than you'd see in a series-full of *A Question Of Sport*, they shine as beacons of sanity in an area with, let's be frank, norralot of competition. Bob Wilson? Nick 'It's Not A Toupée' Owen? Or even that famous Yorkshire hamlet, Elton Welsby? Pah!

So it's a shame to report that the lads have by no means "done great" with this computer game equivalent. For one thing, there isn't a jumper to be seen. And Saint doesn't chuckle merrily at Jim's witticisms once. No jokes about Hartlepool, or Scottish goalkeepers. In fact, the only things that connect this game with either The Saint or Greavsie are the rather dodgy digitised pics of them that crop up throughout the game. Otherwise, it's just another two-bit footie quiz game.

Now, I hear you murmur with righteous indignation, the Speccy market hasn't exactly been overwhelmed by a tidal wave of two-bit footie quiz games, or even one-bit ones. It's just that, after playing *Saint And Greavsie*, it rather feels as though it has. This is a football quiz that, while moderately well programmed and reasonably challenging, so lacks variety that you find yourself nodding off before the game is even half way through.

So, having chosen your team (say, Maidstone Utd) and your captain (say, M Berkmann), you advance to the question-answering bit. Like *Triv*, this is fab if there are lots of you huddling around the warm Speccy as the cold winter nights draw in, but if you're on your own there's little incentive. The winner is the player who gets the most points, and if you're the only player you're the winner before you've started. Great.

Assuming you have chosen the 'easy' questions, you now kick off. Each question represents a match, and there are three sorts you can get — Home, Away and Derby. Home questions score just one point, and these are, in theory, the easier. Away score two, and are usually about football in the '60s and '70s (easy for me, hard for most *YS* readers). Derby questions are about football trivia, score three points, and are often actually the easiest of the lot. Which sort of question you get is decided by a bar graph on the screen that leaps up and down. Press fire and it stops, and elsewhere on the screen your ball alights on one of the three question types.

So, a question comes up. Who scored six goals against Sunderland in the 1960s? To whom did Leeds sell goalkeeper Gary Sprake? (Don't ask me, by the way — I got these two wrong.) Get one right and you may be given the opportunity to save a penalty for a bonus point (this, like all such sub-games, is impossible at first and a pushover when you've worked out how to do it).

And, er, that's it. There's a short game (21 matches) and a long game (42 matches) but that's all the choice you really get. What makes me suspect that this game was conceived and programmed in a hurry is that, when you finally finish this marathon (42 matches may not sound

selection of different characters to control and ID cards and keys to access certain areas, for example) might eek a few extra hours out of it but, on the whole, gameplay's fairly shallow, with the same combination of crouch and fire tactics appearing to get you past most of the baddies. The original's addictiveness came from an accommodating nature which allowed simultaneous three player games. Only couples can play together on the Spectrum and annoyingly this slows the game down pretty drastically. It's definitely worth seeking out though, but if the arcade machine didn't give you excited palpitations then this won't either.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
68°	78°	77°	73°

DIAGNOSIS Fans of the coin-op will find this tasty, authentic conversion fills the gap. The enjoyment of everyone else will probably be short-term.

76°





sporting TRIANGLES

CDS/£9.99 cass/£14.99 disk



Robin I've only seen ITV's *Question Of Sport* rip-, er, derivative a few times but the triangle in question doesn't seem very sporty to me. After all, when was the last time you saw it pole-vault 15 feet into the air, somersault three times and plunge into a swimming pool half a kilometre below? What a con. Mind you, it's still probably more intelligent than the three teams of famous sporting guests put together.

This licensed TV conversion is pretty true to the original programme with a total of seven different rounds making up each game. Four of them are Standard Question ones which have each of the three players moving around the triangle on the roll of a random die. Landing on your own colour square gets you a quezzie from your chosen specialised subject (no Integral Polymer Dynamics I'm afraid, just 12 popular sports to be interrogated on). Tucked in between the standard bits are the Hit For Six and Jigsaw Picture rounds. The object here is to guess from rather unobvious clues which geezer from the list your Speccy's thinking about. The final round is Quickfire Questions which has the computer pulling random puzzlers from its 2,500 strong collection, only this time it's finger on the buzzer time with the first one to answer correctly bagging the points. And that's it unfortunately, not exactly packed with variety or any of those thrills and spills we expect in a game nowadays.

All the same, it's not too bad technically. The graphics are clear and colourful, although they're not required to jump about and explode like they do in most games, and the whole thing's got a nice professional sheen to it.

Basing a game around this TV prog obviously wasn't a great idea. At least that has Dennis Taylor's plankton-like witticisms to draw your attention away from the yawn inducingness of it all. Still, if sport's your 'thang', no doubt you'll be spookily drawn to it, despite your better judgement.





finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
35°	60°	40°	37°

DIAGNOSIS Thirty minutes of yawnsome TV successfully converted into the same amount of game playing time. Sport triv nutters might want it though.

40°

many but try playing 'em), the game then tells you that the team which came second actually won — even though it scored fewer than half the points you did. Grr. Anyone tried playtesting in Grandslam?

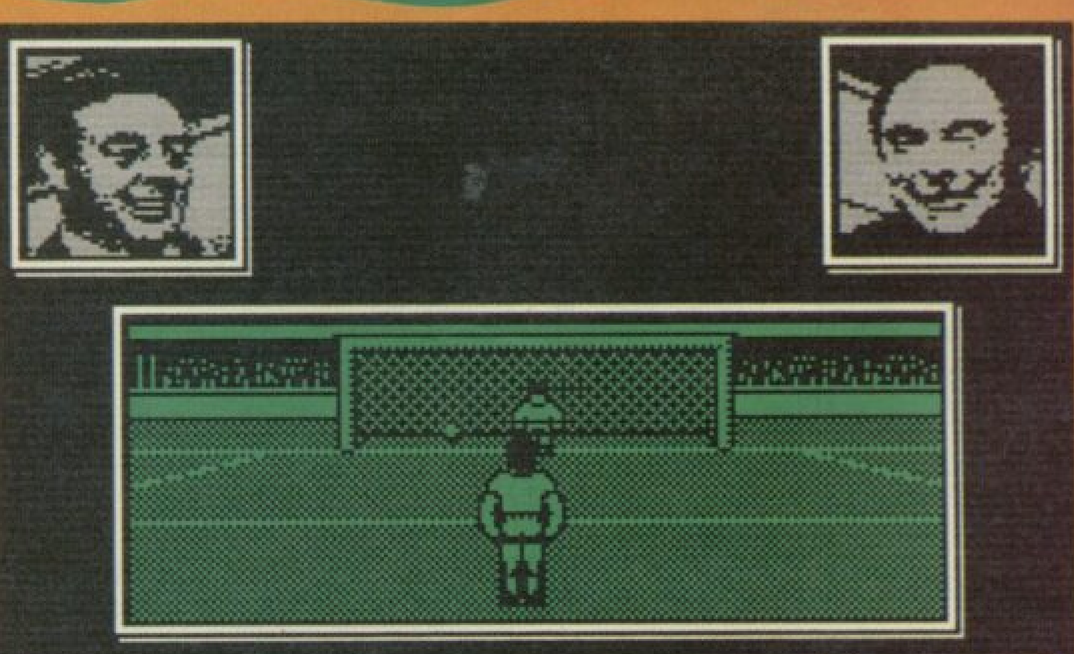
No, this isn't really up to scratch. At the end of the day, Brian ... er, it gets dark. Really, only footie quiz freaks should invest — especially if they want to know who really did score six goals for West Ham against Sunderland in the 1960s...

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
47°	52°	55°	67°

DIAGNOSIS Little attempt to reproduce the banter of our two footie heroes. Just questions, questions and more questions. But if that's your cuppa tea...

54°



Note the unrealistic absence of the traditional sporting celeb bizarre knitwear.

TALK HE

Yep, it's the 1989 PC Show. And what better opportunity could there possibly be for us to ask you, the YS readers, about your thoughts on several crucial question

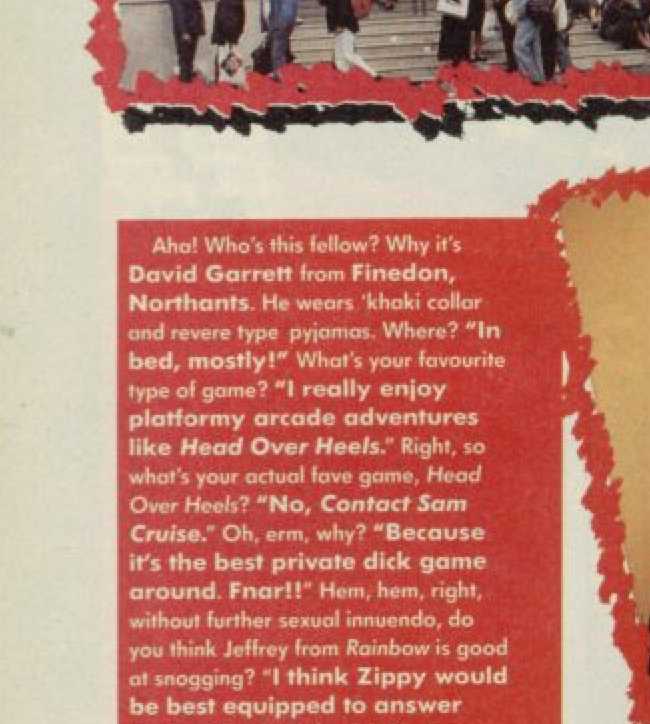
Right, I'm here at the PC Show, but I've, ahem, forgotten me pass! Oh no! Maybe there's a secret back entrance! Ah ha! Someone's coming out of that fire exit... If I grab the door before it closes... (Crunch!) Choke. Splutter. Hurrah! Cough! I'm in! Hello, who are all these people with funny haircuts? Ooops, looks like I've gatecrashed the Dusty Fleming Coiffure 2000 Show by mistake!





Aha! Who's this fellow? Why it's **David Garrett** from **Finedon, Northants**. He wears 'khaki collar and revere type pyjamas. Where? **"In bed, mostly!"** What's your favourite type of game? **"I really enjoy platformy arcade adventures like *Head Over Heels*."** Right, so what's your actual fave game, *Head Over Heels*? **"No, *Contact Sam Cruise*."** Oh, erm, why? **"Because it's the best private dick game around. Fnar!!"** Hem, hem, right, without further sexual innuendo, do you think Jeffrey from *Rainbow* is good at snogging? **"I think Zippy would be best equipped to answer that! Honk!"** Right, that's quite enough of that! Snip!

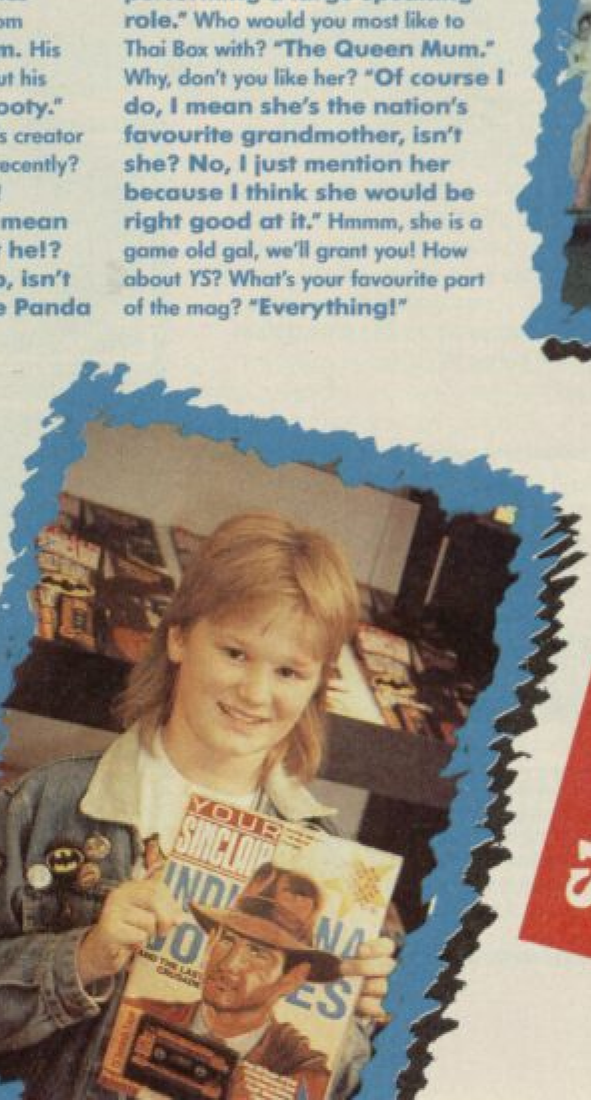
The next reader I collared was **David Spence** who hails from **Ferryhill, County Durham.** His favourite game is *Robocop*, but his favourite TV furry animal? **"Sooty."** How did you feel when Sooty's creator Harry H Corbett 'passed on' recently? **"Well, I was devastated!! Shocked and stunned! I mean he was a one off, wasn't he!? His son, Matthew, is crap, isn't he? He even has Sue the Panda performing a large speaking role."** Who would you most like to Thai Box with? **"The Queen Mum."** Why, don't you like her? **"Of course I do, I mean she's the nation's favourite grandmother, isn't she? No, I just mention her because I think she would be right good at it."** Hmmm, she is a game old gal, we'll grant you! How about *YS*? What's your favourite part of the mag? **"Everything!"**



Okay, here's **W Mashiter** from **Liskeard in Cornwall**. What does the 'W' stand for then? **"I'm not telling you."** Erm, alright, 'W', what do you think of the show? **"It's great!"** What's the best bit? **"The *YS* stand, of course."** Hem, hem. **"Though I do like those American cars on the Ocean stand, and the Ferrari on the US Gold stand... oh, and that Harley Davidson on the Mindscape stand..."** Are you, by any chance, a bit of a motor transport buff? **"Not really."** Er, fine. What do you think of the new bloke who does *Question Time*? **"I think he's brill. He used to do that news on Channel Four, didn't he?"** Yes, we think so. **"Mind you, the programme's still crap!"**



She's a game old gal



KING

A DS

tions. Has Jane from Rod, Jane and Freddy had a 'nose job'? What do you think of the new bloke on Question Time? *David Wilson* investigates.

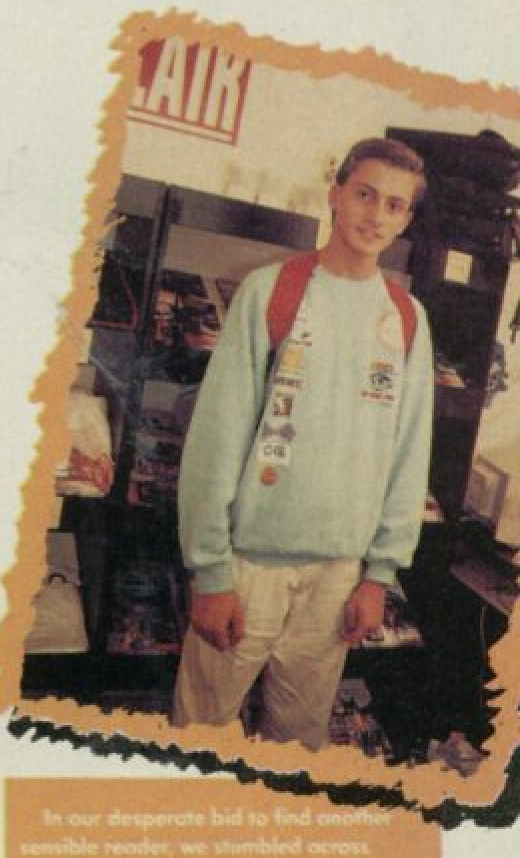


Phil 'Coin-op Crusher' Weaver came down from **Omskirk** to visit the show. What did he think they called Matt at school?! **"Matt?"** Pardon? **"Er, I dunno, 'Gadgy With Big Ears'?"** Do you fancy Fergie? **"Not half! Ho ho! No, only joshing! I don't really think she does herself justice. I mean her wardrobe seems to be chocca with maternity dresses!"** How clever are you? **"Very, very, very clever!"** Yeah? Well, what's a hamster's gestation period then? **"Is that a Russian Dwarf or a Golden Hamster?"** Er, blimey! **"Actually, they're both the same. And it's 16 days!"** Er, thanks... **"Litter size is usually between five and seven, and the average weight is two grammes or a quarter of an ounce."** Yes, right, bye!





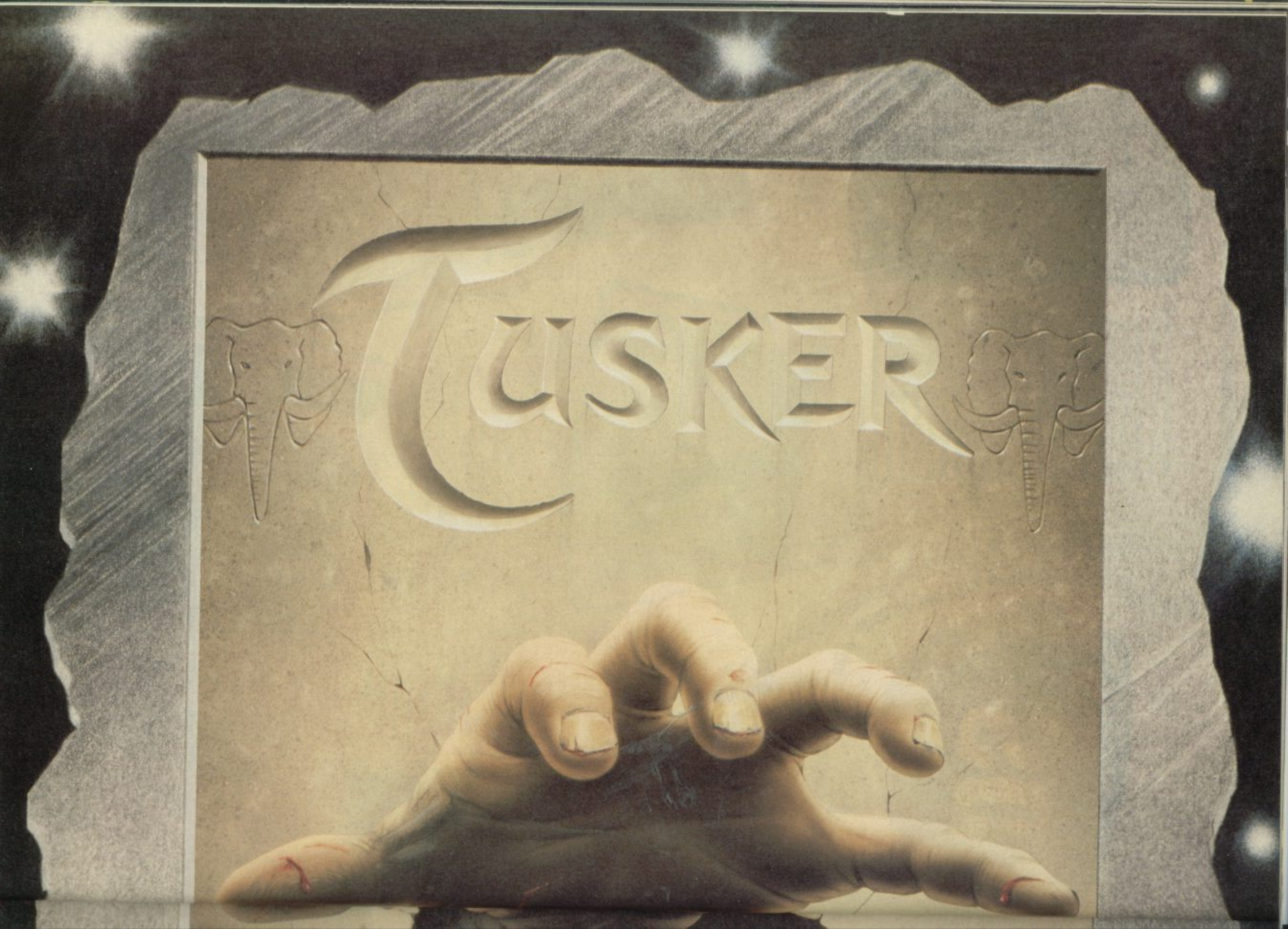
Next up, it's **Ewan Warden** from **Walsall**. Ewan is nearly 12, and his favourite game is *Nigel Mansell's Grand Prix*. Do you wear pyjamas? **"Me, pyjamas? Get lost!"** What do you wear then? **"A night shirt."** One of those long shirt things, like a man's nightie? **"Yes, that's right."** Er, right, what do you think of Nigel Mansell being disqualified from the Spanish Grand Prix? **"It was an outrage, wasn't it!? And that clot Senna, he can't drive for toffee!"** He is the world champion though. **"Yeah, but Nigel's the business! And he's got a petrol station near my house, well in the Midlands somewhere."** Have you ever been tempted to wear your underpants on top of your trousers? **"I always do!"** You're not now, though, are you? **"Oh no, I'm not wearing any today!"** Eurgh!



In our desperate bid to find another sensible reader, we stumbled across young (well, 15 actually) **Chris Hotston** from **Penn** in **Buckinghamshire**. He just lurves shoot-'em-ups, but his favourite game is actually *Matchday II*. Do you think that Jane, from *Rod, Jane And Freddy* has had a nose job? **"Oh, er... probably!... Who're Rod, Jane and Freddy?"** You know, that singing threesome who used to be on *Rainbow*, but now have their own show! **"Oh yes, with the two guys who look just like Benny and Bjorn from Abba!?"** Yep, that's right. **"I thought you meant plain Jane 'Super Brain' from Neighbours!"** Why, has she had a nose job? **"Well, I'm not sure, but she did suddenly become really glamorous!"** Yes, but all she did was take off her glasses, didn't she? **"Oh, did she?"** What's your favourite sandwich? **"Bread."** Er, right, and your favourite part of YS? **"Reviews, 'cos they're so accurate! Can I have a free mug now!?"** Hem, hem, thank you!



Richard Swann is a blimmin' toff and he comes from **Camberley** in **Surrey** . He's a 15 year old shoot-'em-up fanatic, and his favourite game is *R-Type*. Who's your favourite TV furry animal? **"Oh, Doobie Duck, without a doubt! Doobie, doobie, doobie! Quack! Quack!!"** What is your favourite sandwich? **"A salami and gherkin sarnie really lights my candle!"** Okay, do you fancy Fergie? **"Geroff!"** What do you think of YS? **"I think it's utterly, utterly, utterly brilliant and I'll always buy it, even though I've got an ST!"** What's your favourite bit? **"Reviews, 'cos they're full of colour, accurate, not too small and they're always right!"** Streuth! We told you he was a blimmin' toff!


TUSKER



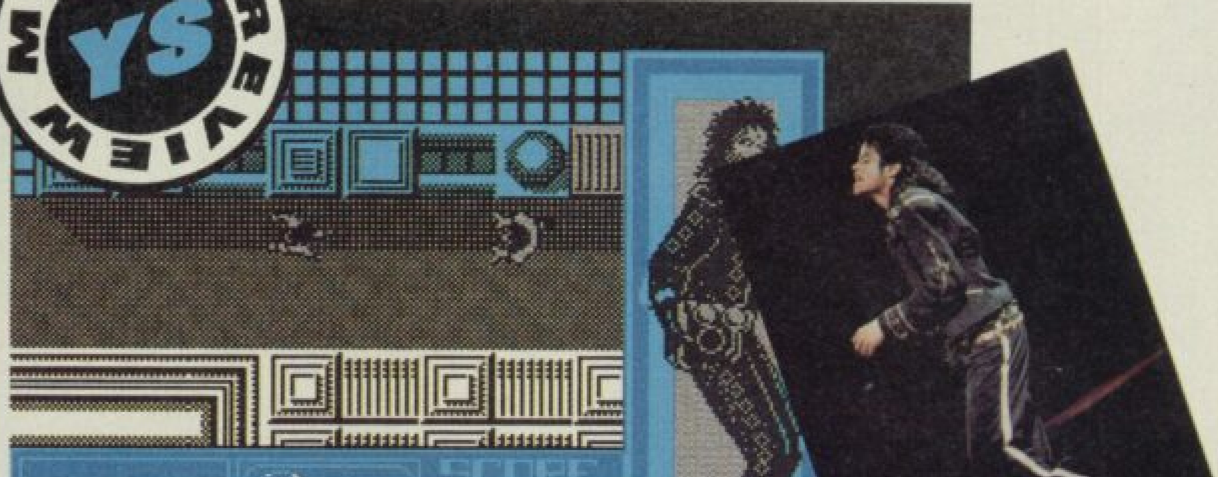
ONE MAN'S DREAM
ONE MAN'S DESTINY
SYSTEM · 3

MOONW

Michael Jackson, international superstar, friend of zoo animals and musical record breaker, will soon be starring in US Gold's *Moonwalker*. We sent *David Whistlin' Rick Wilson* (who's also had lots of records broken) to take a pre-release peek.

Right, I've got my sparkly socks on, my half-mast stripey trousers, my one white glove, I've had my skin pigmentation lightened so I look like one of the Finn Family Moomintroll, and I've spent all night in a plastic bubble full of pure oxygen. (*Get on with it!! Ed*) Hem, hem, now I'm ready to check out US Gold's *Moonwalker* licence! Aw! I'm bad! (*Mmm. And so's your music. Ed*)

Moonwalker, as you're probably well aware, is Michael's movie — an everyday tale of good (which is Michael, except, erm , he's 'bad') and bad (that's Mr Big, who's probably 'quite good' in Michael Jackson speak, but is actually a Dastardly Villain). I wonder if you can guess who wins? (And anyone who says "Mr Big" gets the same as Norway in the Eurovision Song Contest — "Nurll Pwoin!") Anyway, the interesting bit of the film comes before this inevitable outcome (well, most of it does, in fact), and sees Michael dancing, singing, and changing *Transformer*-style into a jet car, a robot and a flying saucer. Hurrah! Well, that was the movie, and here comes the computer game. Out in time to appear in your Christmas stockings, it's from US Gold, and will let you step into those famous patent shoes and one white glove!

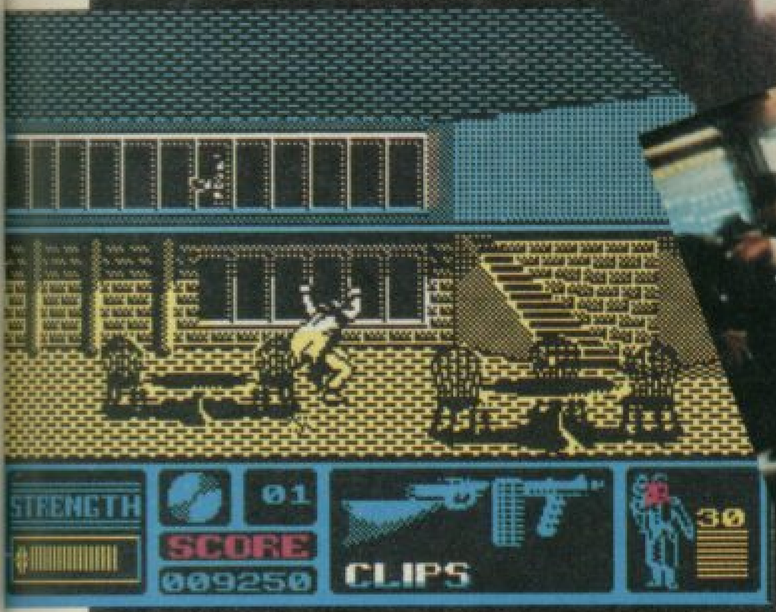


Level One
You get to play Wacko himself, in this overhead viewpoint, eight directional scroller. The action takes place in the vicinity of a movie studio. And guess what? You can groove to a spanky computerised version of *Bad* while you play. You have to collect several items whilst avoiding tourists, fans and journalists. The items? Well, they're all bits of a rabbit costume! Ho yes, you've got to get up pretty darn early in the morning to catch Michael out! He's going to avoid recognition by cunningly disguising himself so he can drive inconspicuously through town. Hurrah... but drive on what? Well, that's the next bit, innit? You've got your bunny outfit, now you've got to find your motorbike, and leg it to...



Level Two
Here you are, on your bike, wearing the aforementioned outrageous bunny costume, the tune's changed to *Speed Demon*, and you're collecting magical orbs! There's a bit of strategy involved here, since the orbs need to be collected in order. Oh, and you've got several of Mr Big's drug peddling operations to stamp out en route, as well as some of his henchmen to run over (don't try this one at home, kids!), before you turn into a super jet car, leap a huge barrier, and escape the pursuing vehicles. It's quite neat really, the way that Michael changes his appearance so much in the film, 'cos this helps each level to look different in terms of your sprite, your viewpoint, and also the style of play.

WALKER





Level Three

This finds you in Club 30's, the disco where Michael sang *Smooth Criminal* in the movie. Kin you giss what the tune is? Yeah, you're right, but lummocks!! Mr Big's men have surrounded the club and they're intent on mayhem! Good job, then, is it not, that there's a 'shooter' and several clips of ammo for Michael to pick and use… Shoot the baddies in the windows (*Sounds painful!? Ed*) but watch out, 'cos they shoot back! Your viewpoint here is behind Michael as he runs left and right, picking up ammo clips, and jumping over machine gun tracers and up on to tables!! When Michael shoots, you get one of those *Oppo Wolf* cursors for you to move about. Pick off the baddies and you're on to the final leg of the game.





Level Four

Finally, we're in the Arena of the Robot, and who, you ask, is the robot in question? Yep, it's Bubble's buddy, Michael, again. There's a really nice animated sequence here where Michael walks into the arena, and, quicker than you can say "By the honour of Greyskull", changes into a meaty robot. This is a single screen where you're in the middle of the arena, rotating left and right, and moving a cursor to shoot the bad guys. Watch out for Mr Big's huge laser that keeps appearing and trying to microwave you. Oh, and be careful with your gun! Too much rapid fire and it'll overheat. Knock out the laser and Michael undergoes his final transformation — he turns into a gearbox for a Ford Escort RS2000! No no, just kidding, actually he changes into a brilliant flying saucer and goes back to Never Never Land. And that, in a nutshell, is that! One final thing, don't worry about Michael getting wasted by Mr Big. It's not possible, 'cos instead of 'lives', our hero has only platinum disks! Each time he's defeated he has to give one away. Phew!



The Exclusive *YS* Interview With Michael Jackson!!!

(Erm, at least a man in our local who bears a remarkable resemblance to Wacko himself!)

What do you think of US Gold's computer game, *Moonwalker*?

What are you on about, pal?

Erm, come on, Michael, don't be shy, let me buy you a drink.

Ta, I'll have a pint!

But could I just ask you about your concern with young people and the problems they face in the world? Did you have any say in the drug-busting element of the game?

Look, are you a copper or something?

No, I just wondered how you feel about the shoot-'em-up elements. I mean, in the movie you don't actually shoot anyone, do you?

Look, if you don't push off, I'm going to ruddy well do you!

Erm, right, I know! I'll phone US Gold instead, that's probably a much safer way of finding out some Jacko facts…

(Ten Minutes Later.)

Right, Michael has actually seen the game, and, being the finickety, arty person that he is, he insisted on changing several minor specifics. These include the fact that his sprite originally walked on the balls of his feet. No way, José, quoth our really weird celeb, change it so it walks on tippy toes! Well, when a big multinational megastar speaks, people listen, so tippy toes it is!

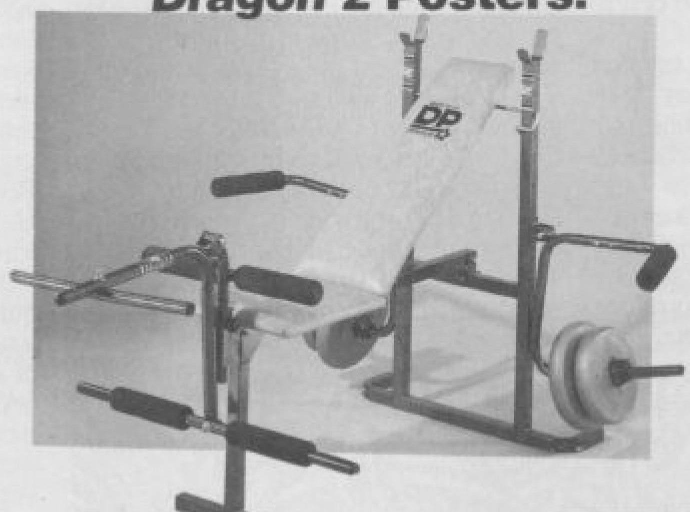
Game	***Moonwalker***
Publisher	**US Gold**
Price	**£9.99 cass**

YS/ Virgin Mastertronic Compo

DOUBLE DRAGON 2

It's Magic But It Ain't Called Puff!

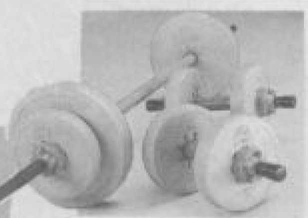
Win A Fabulous Exercise Bench And Weights, 15 Copies Of *Double Dragon 2*, And 20 *Double Dragon 2* Posters!



Double Dragon, eh? Those guys were macho with a capital 'M', weren't they? Punching, chopping and generally kung fu-ing all and sundry to rescue their sweetheart, Marion. Waste of time really, 'cos now the baddies have only gone and topped her! Yep, she's been bumped off and, boy, are the *Double Dragon* duo MAD!! This is the scenario for Virgin Mastertronic's *Double Dragon 2*, and you can rest assured, as sure as ninjas is ninjas, there'll be a whole caboodle of action in this eagerly awaited sequel! Hurrah! So let's get you all in the mood for a bit of mindless oriental violence with the *YS*/Virgin Mastertronic *Double Dragon 2* compo!!

Win! Win! Win! A Body Like Arnold Schwarzenegger! (Or At Least The Means To Acquire One!)

Are you tired of having sand kicked in your face? Fed up with being bullied by your kid sister? In short, are you a wimp? Well, don't despair 'cos the answers are at your very fingertips. Win this compo and you too can have a body like those hunky macho *Double Dragon 2* dudes! Yep, *YS* and those very nice people at Virgin Mastertronic are offering as first prize a super-tough Avenger 2 Butterfly Bench!! "Blimey, at last somewhere where I can study my prize flutterby collection!" we hear you cry. On your bike! The Avenger 2 is one mutha of an exercise bench used to develop triceps, biceps, and loads of other ceps! You can do leg curls and lifts, butterflies, and even bloomin' rowing! Wow!!... And guess what? We're throwing in a Challenger 33kg barbell and weight set too! Phwoar! But don't worry if you fail to come away with the first prize, 'cos, in second place, 15 wrist and finger muscles will benefit from copies of *Double Dragon 2* itself, and 20 runners up will be doing beneficial stretching exercises to pin up *Double Dragon 2* posters!!



Matcho The Duos

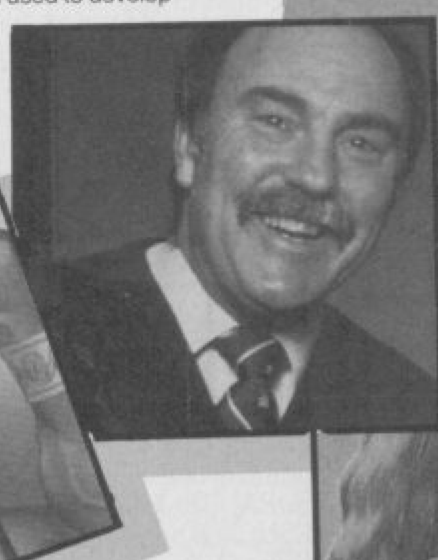
Well, poke our pecs and tickle our triceps, if winning isn't as easy as pumping polystyrene! (As opposed to pumping iron, that is, which is very hard!) Simply study the characters pictured here. They're all parts of famous double acts, but unfortunately they've got mixed up! All we want you to do is to rejoin the famous duos. Got that? Right, jot down the letters corresponding to each partnership on the coupon, fill in your name and address, flex the whole lot into an envelope, and send it, before 31st December, to *Double Dragon 2's Got Muscles In Places Where I Haven't Even Got Places* Compo, *YS*, PO Box 1509, Enfield, Middlesex EN1 1LQ.

Rules

- **Any employees of Virgin Mastertronic or Dennis Publishing caught trying to muscle their way into this compo will be soundly thrashed by some black belts.**
- **All entries must be received by December 31st, or they'll be chopped in two and thrown *Shuriken*-style in the direction of the waste paper basket.**
- **Matt's middle name is Jimmy Lee so don't argue with his decision or he'll get his bwuvver Billy to sort you out!**

















Right, Cilla's my name and dating's my game, so I think the couples should be...

1. .... & ....   2. .... & ....
3. .... & ....   4. .... & ....

Name ....
Address ....
....
.... Pectoral Code ....

YS Adventu

I'm thrilled to report this month an epoch-making event in Spectrum adventure history. No, not the release of that stunning adventure, *One Of Our Wombats Is Missing*, nor even the release of that even more stunning book, *Adventures On The Spectrum* by Mike Gerrard (both available shortly, so don't panic. End of plug). Nope, what happened this month is that I got my first ever fax message! All the way from Belgium too, via the *YS* fax machine and into the low-tech cardboard box where all the adventure stuff ends up.

The faxman is **David Rademaker** of Palinghuizen 90, 9000 Ghent, Belgium, who says he's a devoted reader of the adventure section. He's about to produce a complete guide to *The Bard's Tale*, and wants me to send him a list of all adventure clubs, adventure magazines or any magazines with an adventure section. Cheek! A devoted reader only needs to look through the back issues to find the addresses for himself. But if you're a *Bard*-freak, you might like to write to David for more details.

Bard-ists will also like this tip from **Michael Swallow** of Sunderland. To get money and items quickly Michael says you should choose to load in Merger, then load in your previously saved party, choose them, load them in again and then trade useful items and gold from the character list to your member list. Then you can either load them in yet again and trade again, over and over, or save your party, delete characters, load in the newly saved team and trade all over again. Michael reckons that by using this ingenious cheat he's managed to accumulate 12,245,370,000 pieces of gold. Just send me 10% for printing your letter, that's all.

Now you may think it's an easy job, sitting back in my hammock here and reading the occasional fax message, but I do get some rather strange mail at times. For example, I've had three letters from Newcastle, all in different envelopes, all in the same hand-writing, all asking me four questions and all allegedly signed by different people. Is this reader weird, or does he just want to make sure he gets the answers? So for **David Burton**, alias **Geoff Conway**, alias **T Rixby**, here are some of the answers. To pass the tank in *Espionage Island* EVISOLPXE ESU. How to get into the hole in *Eye Of Bain*? Well, there are several holes in this adventure, so just ELOH OG. How to open the door in the ruined tower, also in *Eye Of Bain*? First you need the key to unlock it, then you ROOD OG. To get the key, SENOB ENIMAXE. Finally, something that must be really puzzling this reader as he asks it in all three letters, how do you get on the bus in *Zzzz*? A common question, and the common answer is first to NGIS TCERE, then SUB POTS and YENOM EVIG.

Not all letters are quite so puzzling, though. Some are just plain helpful, like the one from **C Pope** of no known address who sent me a full solution to *The Hobbit*. He also asks where he can get hold of *Lord Of The Rings* and *Shadows Of Mordor*, as he can't find them anywhere. Try putting an ad in or sending a letter to one of the adventure fanzines mentioned in my recent *Mag-Watch* article. Thanks a million for the solution, which apparently took all day to write out. I can believe it. The tip I'll use



is one that'll answer a question from another reader, who wanted to know how to open the chest in *The Hobbit*. The input from another reader, who wanted to know how to open the chest in *The Hobbit*. The input you need is admittedly a little difficult to work out, as you must type TSEHC NEPO. Not many people get that one. The secret is that you can only open it at the end, when you return with the treasure, so off you go and get it. C Pope's method of dealing with Gollum shows no mercy — DROWS HTIW MULLOG LLIK.

Where to get hold of adventures is a common question, and **Joseph Perry** of Willenhall in the West Midlands has a suggestion to make. Try your local library. He goes to one in Wolverhampton which hires out computer games on his library ticket, and judging by the number of questions Joseph asks they stock a fair number of adventures! Not all libraries offer this service, but try asking in your local one because even if they don't do it there may be a branch in the area that does.

My next letter's from a cat, who claims that its name is **Paul Cook** and that it can write adventures with *PAW*. Fur enough. But Paul The Pussy says he's run out of ideas of his own and is looking to collaborate with someone on a game. If you've got an idea, an outline, a story or a half-written adventure, and are finding the programming side tough going, contact Paul Cat at 11 Evergreen Road, Lowestoft, Suffolk NR32 2SB. He's at your service for two tins of Vindaloo Whiskas.

Now I look through it all, there's been quite a mailbag this month. The next letter's from no less an address than that of The Ritz, in London. This is from that famous spelling mistake, **Denis Reilly**, who pops up mysteriously all over the world, usually writing to me on impressive hotel notepaper. What mysteries lurk behind these movements? This time Denis has also sent me a postcard of his patron saint, St Denis, showing him holding his head in his hands, having had it chopped off. His head, that is. What has this to do with adventure games? Nowt at all, so on to the next letter.

Fiona Robertson of Dundee offers to kiss my feet if I can answer her questions. Bad luck, Fiona. To use the cash machine in *The Shrewsbury Key* — ETON EKAT/TOLIP ESU/DRAC ESU. In *Operation Berlin* you do need to open the left luggage lockers, and to get the key you must search around on the underground platform (NIB ETSAW EHT NI S'TI). And what do you do when you get to the bus station? First save your game, and then HCAOC NO TOOB NEPO.

Derek Shaw of West Kingsdown says he's 39 but looks 59, and the reason is *Colditz*. How on earth do you solve the problem of the creaking floorboard? SDRAOBROOLF EKAT OT REVEL ESU. And how to find the dagger in the sewers? The answer's *forwards* this time, just go e/e/e/w/e and then west to get out again. You too can write to Mike Gerrard and look 20 years younger. If you're only 20 years old though, better not bother.

C A Henderson of Cleveland asks about *The Balrog And The Cat*, as well he might. What to do with the stone? GNIRREH DER A S'TI. How do you sign the form? With a small pencil which you get YOB LLAMS EHT MORF. To do that you must first GGE EHT KCARC, but save your game before trying as there's a

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news

random element built in and it doesn't always work first time. Finally, in *An Everyday Tale Of A Seeker Of Gold*, to deal with the bulbous eyes, KCITS PRAHS A HTIW MEHT EKOP. To get that, first HCNARB A KAERB in the deep green forest, and then DROWS RUOY HTIW TI NEPRAHS.

Graeme Bell of Bletchley asks how to get past the crocodile in *Zzzz.* ELIDOCORC NO DNATS. That one was easy. **Mrs Watson** of Ely in Cambridgeshire wants to know how to get off the ship in *Mindshadow.* REVAELC HTIW NIAHC ROHCNA TUC. **Darren Davies**, also of Ely but this time in Cardiff, asks about *Inspector Flukeit.* How to get the key out of the vase — SREDNULB OT ESAV EVIG. How to get in the trunk — EDAPS EHT HTIW TI SKAERB SREDNULB.

Steve Anderson writes from Gloucester with some more funny inputs for "the excellent *Behind Closed Doors*". He also sends in his own 11-move solution to the game, similar to that of **Craig Henderson** in ish 45 except that Steve suggests you begin by pulling the chain, which makes the Balrog jump to his feet. Then he must pull up his trousers. Steve's additions to the funny input collections are GAMES, STEVE, SEAN, SEX, CATCH FLY, ROCHDALE, BALROG and, would you believe, JACKIE RYAN! Soon as I finish writing this I'll be investigating what response you get to that one. Steve also includes a few rudies that I can't possibly print, like a certain four-letter word typed backwards.

Sometimes letters arrive at just the right time. **David Greive** and his son **Ashley** write from Dumfries, presumably each with one hand on the pencil, and ask how to get going on *Knightmare.* I didn't have the info on this, 'til another letter in the same post from **Matthew Lawrence** of Woking told me all about it. That's a common question, and pretty tricky, so for the benefit of all here's Matthew's advice, printed *in a forwards direction* (so if you don't want to know just read it backwards). GET FOOD, ASK OLD MAN, GIVE WATER, GIVE FOOD, ASK OLD MAN, GET SPACE, GET ROCK, OPEN DOOR, GO EAST, TAKE ROCK, DIG GROUND and you'll fall into a dungeon passage with two guards. Immediately enter THROW and press fire, open the door to the south (don't go west whatever you do), and when you come to the wall monster answer FALSE, TRUE, FALSE.

Phew, what a month. Letters from The Ritz and a cat, faxes from Belgium and promises to kiss my feet. I think I need to go and lie down in a darkened room...

ILLUSTRATION BY ANTHONY COLBERT

Venture forth with Mike Gerrard



● **John Tabraham of Prescot asked me about the Spectrum release of *Bard's Tale II*, as he's now mapped every square of every level in the first game and can't wait to get his hands on the follow-up. He'll have to, unfortunately. Since the reader's wish is my command, I picked up the phone to Activision and asked them about it. All they would say was a fairly non-commital "Not this year". Oh well, it's nearly next year, but I wouldn't hold your breath by the sound of it.**

● Devotees of the bard (*Bard's Tale*, that is) are always writing to ask me if I've got maps of the game, which I haven't. Think I'm made of paper or something? But registered addict John Tabraham (again) has come to the rescue, and is offering a map and hints service. He sent me a sample map and it really is worth having, but as there are several sheets to cover all the levels in the game he will have to charge for the photocopying. It works out at £1.50 (plus sae) for the full game, but he will throw in a lengthy list of hints and tips as well. "Pure craftsmanship," John calls his maps, and who am I to disagree with such a modest assessment? The maps are available from him at 35 Knowsley Park Lane, Prescot, Merseyside L34 3NA.

● **Another impending release ought to be *Gnome Free*, the third of Level 9's Ingrid Bottomlow games. Only the other day I read an interview with Level 9's Pete Austin, who ticked the journalist off for suggesting that Pete himself had said there would be a third Ingrid game. "I think I was slightly more careful with my words," Pete answered. "What I actually said was that I would very much like there to be another Ingrid."**

Well, blow me down but later that very same day I received a letter from Claire Watson of Needham Market asking what had happened to *Gnome Free*, as promised on the box for *Ingrid's Back*? Sure enough, a quick look at the packaging reveals that *Gnome Free* will be published in May 1989. Ahem, yes, well perhaps whoever writes Level 9's packaging should be slightly more careful with their words!

So what's happening on *Gnome Free*? Well, according to Pete they've got an outline and even a booklet done, but are waiting to see how their next release, *Scapeghost*, does before committing themselves to a third Ingrid game. It'll be a great shame if they don't go ahead, as the first two have been amongst the best adventure releases of the last few years!

● "Keep on writing the YS Adventures section," says Daniel Brice, "lest we should forget how to SDRAWKCAB DAER!" Don't worry, Daniel, I will, I will. But what are you doing in the news section? Oh, I see, looking for a quick plug. Varrooooom! There it went. And let's see it again in slow motion...

What am I on about? I've no idea. What Daniel's on about is his Spectrum Software Exchange Club, run from 178 Forest Road, Kingswood, Bristol BS15 2EN. He's been running it successfully for some time, though says he'd like to attract more adventurers as at the moment only 5% of members want to swop adventure games. I'm always getting letters from readers trying to get hold of older adventure games, and swop clubs like this are one way of doing just that. Send an sae for further details, and note that Daniel deals in original copies only. Pirates will be shown the door.

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THE GORDELLO INCIDENT

It's been 18 months since Tartan's last release, *Double Agent*, and looking at the programming work that's gone into this new one I'm not surprised! The result is a headache of an adventure that's totally different from anything you've ever played before, and guaranteed to keep you scratching your head for months on end. There are two modes of play, easy and hard, and as the easy one is impossible, anyone playing the hard level deserves a medal — or a medical check-up.

Gordello is a three-part, text-only adventure which tells the tale of the evil Dr Gordello and his clinic in Switzerland. It's here that he has perfected the technique of making clones of animals, and is now experimenting on humans. The actual storyline is as complicated as a piece of knotted string, but it's all explained in the optional instructions.

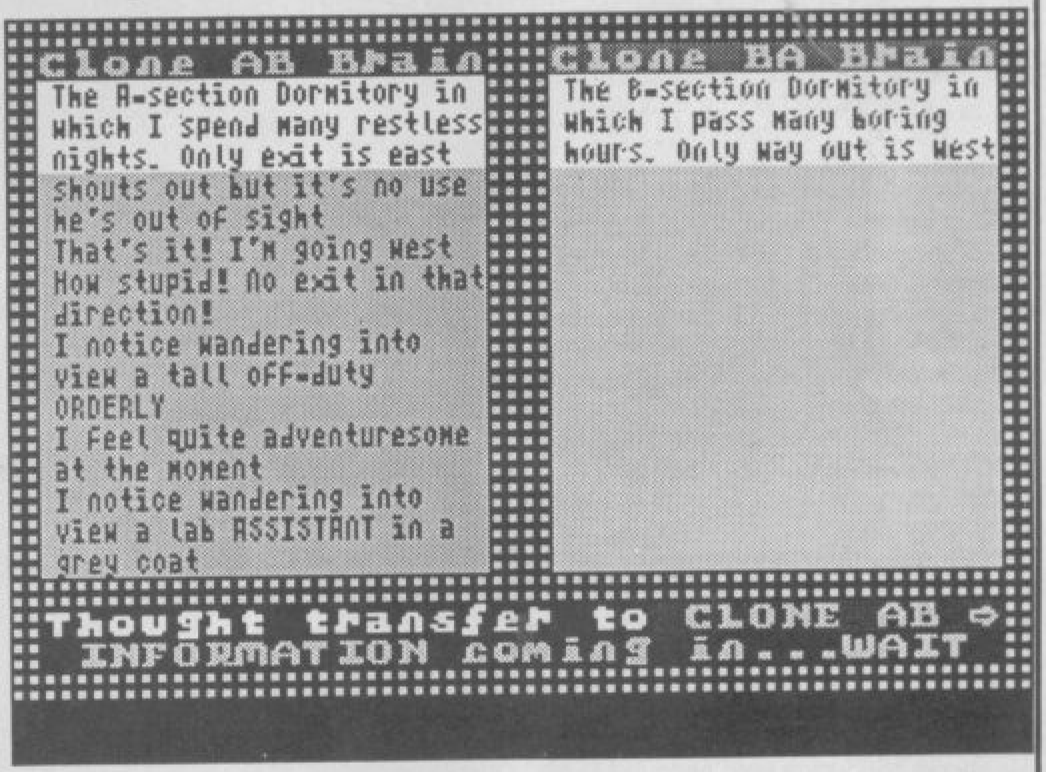
A few of these knots in the plot unravel in places where they shouldn't. For instance, you are an agent for the S6 secret service in London and your boss has received a video from Gordello that he claims shows you and a clone at his Swiss clinic. In other words, he claims *you* are a clone, the original being under his control in Switzerland! Your boss disproves this by the simple technique of asking you your phone number, as the imperfect clones cannot remember numbers. But a moment later you discover your task is to unite the two present sub-standard clones in the Clonetron machine and thereby produce a super-clone, capable of speech. So if your boss already knows that the two current clones are not capable of speech, what on earth is this phone number nonsense all about? As long as you can speak, you can't be a sub-standard clone anyway. On top of that, if your boss knows that uniting the sub-standard clones in the Clonetron will produce a super-clone, how come Gordello hasn't twigged yet? I think the plot's got so convoluted it's totally out of control.

Anyway, ignore all that and get on with the game. Just do what you're told and you'll be alright. At first glance the split-screen looks identical to *Double Agent*, and even at second glance too, with the AB clone's half of the game on the left-hand side, and the BA clone's down the right. You can conveniently control both clones from a keyboard in London, but only one at a time, switching between them by typing AB or BA. You can also type P to pause, and believe me you'll need to!

The BA clone has a design flaw (another one!) in that it does the opposite of what you tell it, so GET JACKET will result in the jacket being dropped. In fact this isn't fully implemented as commands like SEARCH and STEAL still work as they should — maybe the author couldn't think of convenient opposites. I know I can't.

Part One requires you to manoeuvre both clones into the ante-room of the Clonetron machine, avoiding the various guards who are wandering round the place. The clones are in different areas of the laboratory, the only joint location being the ante-room, so no co-operation between the two is needed and you can solve the problems on one half of the screen first then go on to the other, or flip between the two as you go along.

If I thought Part One was complicated (and I did) then Part Two gets even worse. The twist, as if we needed one, is that the two clones bumped their heads together when leaving the ante-room at the end of Part One, the result being that they now both respond when you type in a command, with the one you're in current contact with acting first. Don't forget, though, that clone BA still does the opposite of what you tell it, so if you type in SOUTH then AB goes south in his half of the screen while BA goes north in his half! At least they start off in the same place, and you're only faced with making one map in this part, not two separate ones. But how on earth do you get both clones to the Clonetron simultaneously when one always does the opposite of what you say, and there seems to be only one entrance to the machine? I get a headache just thinking about it.



If you get to Part Three, which I estimate should take you 'til about 1999 when the story is actually set, then you will at last have managed to create the single super-clone. So what happens to the second half of the screen? Can we kiss it goodbye? No chance. In that window you can now control any one of the 14 other characters that are moving around. Type CALL SOLDIER, for instance, and it's the soldier's view of the adventure you see on the right-hand side. My mind not only boggles it double-boggles at the programming problems there must have been. If it took 18 months to write I reckon Tom Frost must have been working a 36-hour day.

Anyway, the fourth part of this three-part adventure is a bonus program that gives you some news you definitely will not want to hear when you get to the end of the game. There's also a couple of puzzle games as a reward for finishing.

Gordello is a fascinating adventure, and in amongst all these complications of plot, screen layout, character-switching and programming there are some clever puzzles as well. The features in the game aren't just gimmicks, they are actually part of the story and part of the problems too.

The only simple thing is the fact that it's an excellent game that you ought to rush out and buy immediately. Then rush in again as you can't buy it outside and send off your money to Tartan Software the noo!

Title .... *The Gordello Incident*
Publisher .... Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT
Price £3.95

Graphics
Text
Value for Money
Personal Rating
8

THE CASE OF THE BEHEADED SMUGGLER

We've had quite a few Sherlock Holmes send-up adventures over the past year, so it's good to see someone going back to the original character and producing a terrific adventure as a result — knowing that the Sherlock character and stories are safely out of copyright, of course.

This is a two-part text-only adventure, so how come there are four programs on the tape? Elementary, my dear readers. The first prog's an intro and the last prog's a free bonus adventure called *Yuppie*. This revolves around a day in the life of an aspiring yuppie, Nigel Ffoulkes-Smythe. It's amusingly done, and raised a few chuckles from me.

The intro program, which is written in Basic, loads up a menu from which you can choose several options. There are the credits and some brief adverts (and no, I don't mean they're adverts for briefs!), with lists of some of the commands each adventure understands. Useful in *Smuggler* will be X for examine, Z to wait, ALL commands, FIND (another character), TALK TO/ QUESTION/ACCUSE (another character), TS/TL for tape save/load and RS/RL for RAM save/load. *Yuppie* has even more interesting commands, like PROPOSE, REMOVE and INSERT, though sadly I didn't get far enough into the adventure to try those out.

Back at *Smuggler*, the scene-setting story is a really well-written piece, an extract from Dr Watson's casebook that's full of the feeling of the original Holmes stories. In fact it reads to me like it must have come from a real Conan Doyle story — either that or programmer Patrick Walsh is very good at pastiche (this month's big word).

In the intro you meet Victor Wathley, who's consulting Holmes about his uncle, George Wathley. George has been a tea-importer for 20 years, and is a very wealthy man, though Victor suspects the wealth may have more to do with importing opium, alcohol and other such stuff than just the old PG Tips. But he also suspects that someone has a hold on his uncle, and is forcing him to do this, so he wants to know if Holmes can help. He shows Sherlock a note he found at his uncle's house on a recent visit, which says 'REMEMBER JOHNSON, YOU WILL GET THE SAME'. Holmes recalls the recent murder of Nathaniel Johnson, whose body had a note attached which showed two crossed swords. This is the symbol of the Fellowship of the Swords, a masonic-like society. Holmes arranges to meet Victor at his uncle's house in Horsham, where they then find the decapitated body of the uncle lying in a pool of blood. Your task as Holmes is to find the killer, the weapon and the motive.

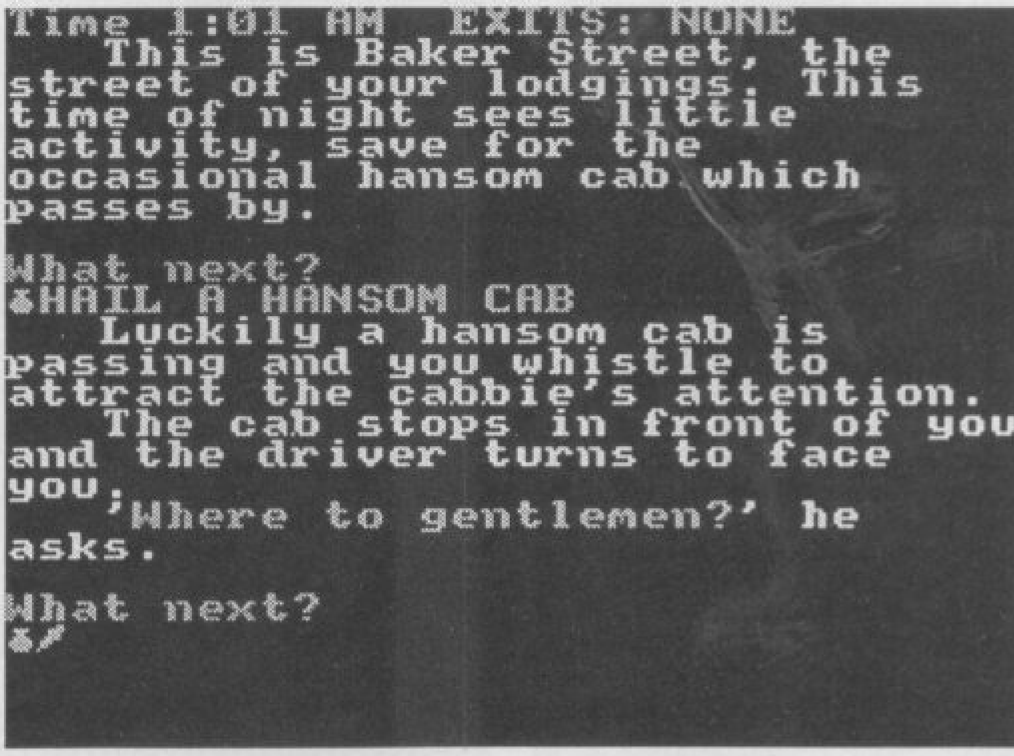
On loading up the first part, it's 2 pm and there you are outside Wathley's country house with Watson, Victor and a headless corpse at your feet. Don't tread in the blood, it could be evidence. Watson finds a button and a note on the body — the note, needless to say, has two crossed swords on it. Victor runs off to fetch the fuzz, leaving you and Watson to explore.

In the entrance hall you find a walking stick, with an ivory tip and a top that's encrusted with diamonds. This suggests robbery wasn't the motive, though the stick requires a close examination. A fire is still burning in the grate, so the crime must have been fairly recent. If you can find the secret room, which is none too difficult, you will unearth a diary which explains quite a lot about what's been going on. You also trigger off an amusing little message, where Watson's startled by a spider that runs up his trouser leg. As you point out what it is he brushes it off "and tries to regain his usual air of dignity". There are quite a few of these random messages which add to the enjoyment of the game.

As I played further into it, I found it very slightly disappointing — not that it's bad, not at all, just that I think more could have been made of it, when so much trouble has been taken with the story background. There aren't too many problems, and those that are there are comparatively easy — more a case of examining objects to find clues, and watching your score slowly mount up. You hope.

This certainly didn't put me off the game, but it shows the difficulty of adapting a Holmes-like investigation into an adventure game. It can be done, but I think you need a bit of problem-solving to your evidence-gathering. It's a different approach to an adventure game, I suppose, as you're faced more with the way things would be in the real world — a lot of objects to examine and to see what you can make of them, rather than just trying to get through locked doors, although there's one of those for you too!

There's also the traditional adventure bug, which I hope the author sorts out. In Wathley's bedroom, if you open the wardrobe you're told there's a coat inside, which then appears in the location description. Try to GET COAT, and you're informed it ain't there! GET COAT FROM WARDROBE? Nope. ENTER WARDROBE? Nope. EXAMINE COAT, WEAR COAT? OPEN WARDROBE, CLOSE WARDROBE? Nope, can't be done. I checked the hint sheet I'd been given, which suggested it would be useful to me if I got something from Wathley's wardrobe. I wish I could.



Assuming that bug's sorted out, this'll be an excellent game to play as what I saw of the rest of it was perfectly bug-free. The inclusion of a few tougher problems would have improved it, but it still rates very highly for entertainment value and professionalism. It's the first time I've heard of Patrick Walsh and Mental Image, but if *The Case Of The Beheaded Smuggler*'s anything to go by it won't be the last.

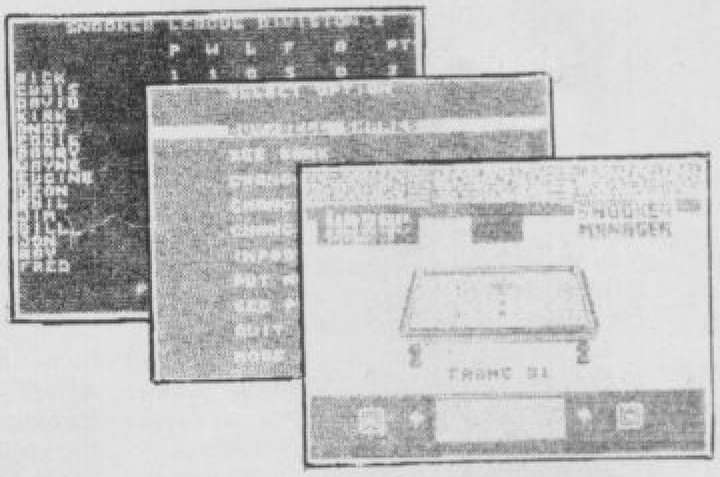
Title	*The Case Of The Beheaded Smuggler*
Versions	48K cass only
Publisher	Mental Images, 36 Verney Road, Langley, Slough, Berks SL3 8NX
Price	£2.99 (cheques payable to Patrick Walsh)

Graphics
Text
Value for Money
Personal Rating

8



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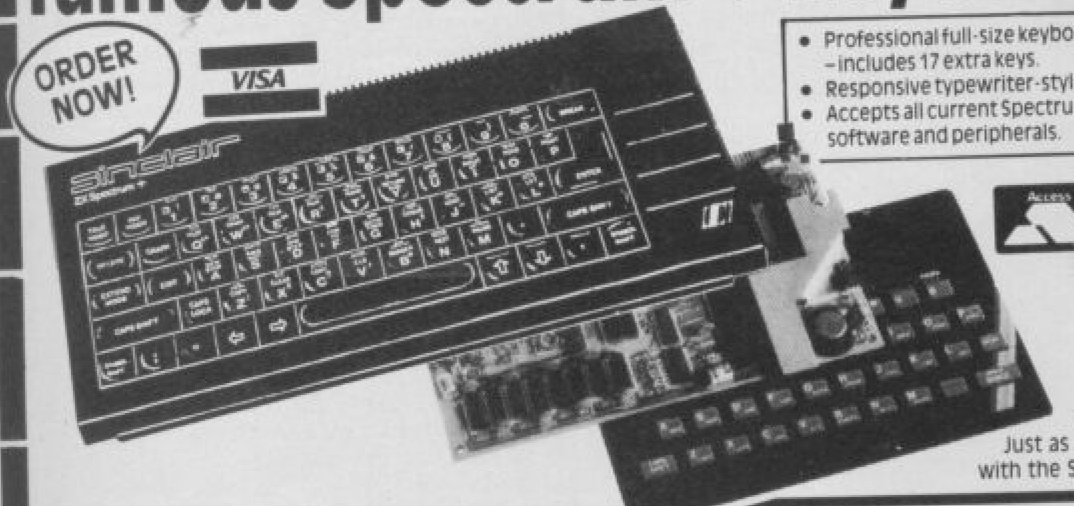
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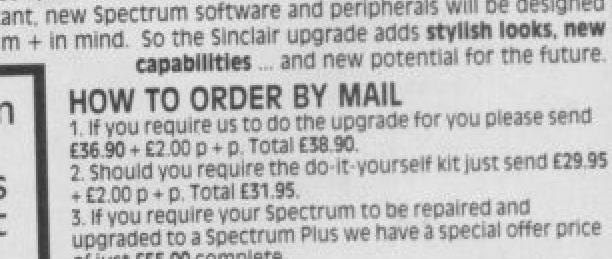
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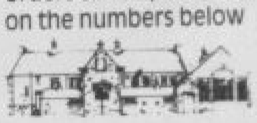
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THE HERMITAGE

First, the facts. *The Hermitage* is the first release by the Pegasus Developments team. It's got full text 'n' pix on the +3 (which is being reviewed), with a lengthy text-only version for 128K machines and your basic bog-standard text-only job in 48K. The +3 disk uses the 'B' side to store and call up the graphics, and these are beautifully done in full-colour, putting Level 9's recent *Lancelot* attempts to shame. Take a bow, Peter Collins. There's even a bonus adventure on the disk, *Teacher Trouble,* and, despite being set in a school like hundreds of others, it's better than most and won me over at the point where the hero is wandering down a corridor and "Ernir is confronted by an enormous green thing covered in scabs! But enough of my problems and back to the game…"

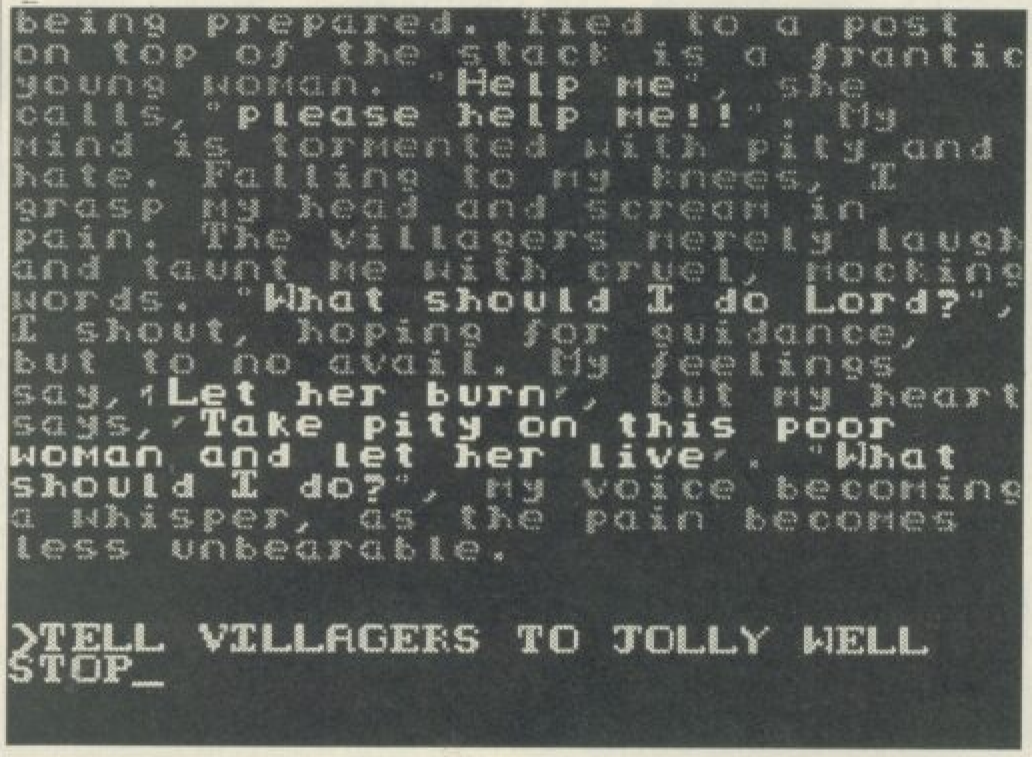
The Hermitage is a gothic tale set in the Middle Ages in which you play the part of a monk named Ambrose. Your Archbishop gives you the task of going on a pilgrimage to the mountains of Vainmiomen to destroy an evil hermit, said by some to be an incarnation of the devil himself. You don't really feel up to it but the 'bish won't take "No" for an answer and off you go. This is a brief summary of a longer background nicely presented in an optional introduction.

The game's got a good professional look all round, except for spelling mistakes like 'existance', 'monotanous', 'uneasyily' and others too numerous to mention. Pegasus will have to sort this problem out if it's going to develop. Which it will, judging by this effort. The screen's well presented, the text is good, if a little gory in places, and the whole thing moves along briskly.

For once it pays to retrace your footsteps at the start, to discover that nasty things have been happening at the monastery. Several bodies are now lying around, with grizzly things having been done to them. There's a good gothic atmosphere, added to if you examine the statues in the chapel or read the bible you find in the pulpit. Off on your travels you get half-way over a rope bridge when a man appears at the other side and threatens to cut the rope if you don't cough up some cash. Result? One dead monk. Elsewhere there's a village where all hell's let loose, with drunken riotings, flaming huts and women being burnt at the stake. A good deed or two are needed here if you're to progress.

Conversation with other characters is a bit limited, in that you can usually say what you like to them and get the necessary response, and the vocabulary could be wider. A woman asks you to help her, but HELP WOMAN doesn't work, nor does RESCUE WOMAN (despite RESCUE being in the game's vocabulary according to the VOCAB command). You have to FREE WOMAN.

When a game has a few faults, as this one does, it often puts me off but the strong story and atmosphere of *The Hermitage* make it stand out from the crowd. Anyone taking the trouble to produce a special graphics version just for the +3 at under a tenner deserves a pat on the back too. Well worth buying.



Title	*The Hermitage*
Publisher	Pegasus, 760 Tyburn Road, Erdington, Birmingham B24 9NX (Cheques payable to 'Tony Collins')
Price	£4.99 +3 disk/ £2.99 128K cass/£1.99 48K cass

Graphics
Text
Value for Money
Personal Rating
8

KIND SOULS

Just a few kind souls this month, so if I can find space for them all I can finally get rid of the backlog… 'til the next lot of letters arrives.

Steve Lodey says he's getting lonely because no-one's writing to him any more, and all he can find to do is sit with his feet up drinking beer and nursing his football injury. I'm sure you lot can soon put a stop to all that nonsense! Send your saes to Steve at 5 Felix Road, Felixstowe, Suffolk IP11 7JD for any advice at all on *Aftershock, Castle Blackstar, Classic Adventure, Demon From The Darkside, Dungeon Adventure, El Dorado, Emerald Isle, Erik The Viking, Espionage Island, Eye Of Bain, Fantasia Diamond, Fourth Protocol, Gnome Ranger, Golden Apple, Ground Zero, Hammer Of Grimmold, Hampstead, Hobbit, Imagination, Inca Curse, In Search Of Angels, Invincible Island, Karyssia, Kayleth, Kentilla, Kobyashi Naru, Life Term, Lords Of Time, Mordon's Quest, Mountains Of Kat, Price Of Magik, Prehistoric Adventure, Quest* (Hewson), *Golden Eggcup, Holy Grail, Red Moon, Return To Eden, Rigel's Revenge, Robin Of Sherlock, Seabase Delta, Serf's Tale, Sherlock, Ship Of Doom, Snowball, Sorceror Of Claymorgue Castle, Subsunk, Temple Of Vran, Terrormolinos, Boggit, Urban Upstart, Valkyrie 17, Velnor's Lair, Very Big Cave Adventure* and *Worm In Paradise.*

Steve also asks if there's room to thank **Doreen Bardon** for her very kind help to him on *The Jade Stone.* Sorry, there would have been but for the space that last sentence took up.

Here's a letter from a place called Hala, which I thought stood for Hints Archive For Lost Adventurers, but apparently it's a place near Lancaster. It's where reader **Anthony Melville** lives, at 39 Slaidburn Drive, Hala, Lancaster, Lancs LA1 4QX to be precise. That's the place for your queries, dearies, on *Big Sleaze, Book Of The Dead, Bored Of The Rings, Buckaroo Banzai, Bugsy, Castle Eerie, Circus, Claws Of Despair, Colour of Magic, Crown Of Ramhotep, Crystal Of Chantie, Custerd's Quest, Dark Lore, Demon From The Darkside, El Dorado, Escape, Extricator, Eye Of Bain, Football Frenzy, Forest At World's End, For Your Thighs Only, Galaxies, Golden Apple, Golden Baton, Golden Mask, Greedy Gulch, Green Door, Gremlins, Ground Zero, Hammer Of Grimmold, Hampstead, The Helm, Heroes Of Karn, Hobbit, Imagination, Inspector Flukeit, Jade Necklace, Jewels Of Babylon, Knight Tyme, Kobyashi Naru, Lifeboat, Life Term, Loads Of Midnight, Lords Of Time, Matt Lucas, Mines Of Saturn, Mordon's Quest, Mural, Necris Dome, Neverending Story, Pirate Adventure, Planet Of Death, Play It Again Sam, Project X: The Micro Man, Golden Eggcup, Holy Grail, Red Door, Red Moon, Return To Earth, Rigel's Revenge, Satcom, Scary Mansion, Seabase Delta, Se-Kaa Of Assiah, Shadows Of Mordor, Ship Of Doom, Shrewsbury Key, SMASHED, Spy-Trek, Strange Odyssey, Subsunk, Terrors Of Trantoss, Three Weeks In Paradise, Twin Kingdom Valley, Urban Upstart, Valkyrie 17, Voodoo Castle, White Door, Warlord* and *Zzzz.*

Next in line — **Tony Faulkner**, 22 Davidson Road, Old Swan, Liverpool L13 2BT. Adventures solved — *Jack The Ripper, Pirate Adventure, Voodoo Castle, Escape, Rebel Planet, Waxworks, Mafia Contract II, Neverending Story* and *Erik The Viking.*

And the very last kind soul of them all… 'til next time… is regular reader and even more regular writer **Shane Wood**, of 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH. Shane has the habit of asking me a question about a game in his letter, then by the time he gets to the PS tells me that he's solved it. Among the games he has solved and can answer questions on (provided you enclose the obligatory sae) are *Bulbo And The Lizard King, Bugsy, Bored Of The Rings, Colour Of Magic, Claws of Despair, Erik The Viking, Everyday Tale Of A Seeker Of Gold, Fuddo And Slam, Hobbit, Heroes Of Karn, Hampstead, Kobyashi Naru, Lord Of The Rings, Lords Of Time, Golden Eggcup, Holy Grail, Robin Of Sherwood, Robin Of Sherlock, Sinbad And the Golden Ship, Star Wreck, Serf's Tale, Secret Of Little Hodcome, Terrormolinos, Wizbiz, Waxworks* and *Zzzz.*


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PROGRAM PITSTOP



Me oh my, is *Jonathan Davies* a hero or what? Still reeling from the trauma of Farty The Warthog's, er, untimely demise (*Sob sob waaaaargh! JD*) our resident prog-jock is... um... here again!



Well, yuletide is almost upon us once again, and all over the country those tacky illuminated snowmen are being dusted down and hung all over lamp posts. City centres take on an unnatural multi-coloured glow and Uncle Al rubs his hands in glee at the thought of all those potential Speccy owners scribbling out their letters to Santa.

The trouble is, having got your shiny new +3 or whatever, what are you going to do with it? Being a Pitstop reader, which puts you a cut above the rest already, you'll fling away the free games pack almost immediately and start searching for something a little more stimulating. Then you'll think back, inspiration will strike and you'll reach for your tattered copy of this ish.

There's yet another bumper bundle of code for you to digest this month, starting with a decidedly handy pointer routine from **Menno van der Star**. Not only that, there's a funny sort of wibbly thing from **Andrew Paine** too which I'm sure will find itself a use somewhere. And finally **Turstan Felstead** makes a welcome (?) return.

RED ARROW

by Menno van der Star

Well it's not, actually, it's a variety of colours, but red sounds nicer. This routine is the work of **Menno van der Star** who, with a name like that, could only come from the Netherlands. It does the mind-bogglingly useful job of giving you a little pointer which you can move round the screen and use to select icons, draw pictures or anything like that. The code works under interrupt mode two, so once you've run it the computer can get on with running your Basic program while the pointer moves around as a 'background task' (100% computerspeak there).

Usage

Couldn't be more straightforward. Type in the Hex with, of course, the Hexloader (check out issue 45 for more info on that), and save it. Then reset the computer, put it into 48K mode if necessary, CLEAR 64999 and then load the code back in.

When you RANDOMIZE USR 65000, up it comes (fnurk). The arrow can be moved around using Q, A, O and P, and M 'fires'. It's best if you put the computer into some kind of a loop at this point, otherwise loads of letters appear at the bottom of the screen. The longer you hold down a key, the faster the arrow moves, but it never goes off the screen.

When it comes to actually using the thing, you'll find that 65485 holds the x position of the tip of the arrow and 65486 holds the y position.

When you press M, 65487 changes from nought to one. By peeking these addresses and getting your program to respond accordingly, you'll find you can generate a masterpiece in minutes.

If, for some perverse reason, you want to get rid of the arrow, RANDOMIZE USR 65006.

```
65000 CD BB FE C3 E8 FF CD F4 =1777
65008 FE C3 F7 FF 00 CD 83 FF =1542
65016 2A CD FF 3A 7C FE 5F CB =1236
65024 38 CB 38 06 01 CB 61 28 =668
65032 08 7D 93 30 01 AF 6F 06 =621
65040 00 CB 59 28 0D 7D FE FF =979
65048 28 05 83 30 02 3E FF 6F =654
65056 06 00 CB 51 28 0B 7C 83 =596
65064 FE C0 38 02 3E BF 67 06 =866
65072 00 CB 49 28 08 7C 93 30 =643
65080 01 AF 67 06 00 AF CB 41 =728
65088 28 02 3E 01 32 CF FF 22 =651
65096 CD FF 78 FE 01 20 06 3E =935
65104 08 32 7C FE C9 79 E6 FE =1242
65112 4F 3A 7D FE B9 28 05 3E =808
65120 07 32 7C FE 3A 7C FE 3C =931
65128 FE 32 38 02 3E 08 32 7C =606
65136 FE 79 32 7D FE CD F4 FE =1507
65144 CD BB FE C9 08 00 D5 C5 =1265
65152 3E BF 90 47 79 E6 07 C6 =1024
65160 01 5F CB 39 CB 39 CB 39 =876
65168 78 E6 38 CB 27 CB 27 B1 =1067
65176 4F 78 E6 07 57 78 E6 C0 =1065
65184 CB 3F CB 3F CB 3F 82 C6 =1126
65192 40 67 69 C1 D1 C9 80 C0 =1195
65200 E0 F0 F8 FC F0 90 10 08 =1372
65208 06 04 04 ED 4B CD FF 2E =834
65216 0D 11 07 FF E5 CD 7E FE =1106
65224 7C FE 40 30 02 18 04 FE =774
65232 58 38 0B AF 12 13 12 13 =404
65240 12 13 12 13 18 0D EB 73 =461
65248 23 72 23 EB 7E 12 13 23 =617
65256 7E 12 13 05 E1 20 20 D4 =682
65264 CD 38 FF C9 21 07 FF 06 =1021
65272 0D 5E 23 56 23 7E 12 13 =426
65280 23 7E 12 23 10 F3 C9 20 =706
65288 20 20 20 20 20 20 20 20 =256
65296 20 20 20 20 20 20 20 20 =256
65304 20 20 20 20 20 20 20 20 =256
65312 20 20 20 20 20 20 20 20 =256
65320 20 20 20 20 20 20 20 20 =256
65328 20 20 20 20 20 20 20 20 =256
65336 20 20 20 11 07 FF 21 AE =582
65344 FE 06 0D 7E 32 81 FF AF =1008
65352 32 82 FF E5 3A CD FF E6 =1412
65360 07 FE 00 28 0D 4F 21 81 =555
65368 FF CB 1E 23 CB 1E 28 0D =812
65376 20 F7 1A 6F 13 1A 67 13 =583
65384 13 13 3A 81 FF B6 77 23 =816
65392 7D E6 1F FE 00 28 05 3A =743
65400 82 FF B6 77 E1 23 10 C3 =1157
65408 C9 00 00 21 C8 FF 01 00 =690
65416 05 7E 1F 1F E6 1E 5F 16 =570
65424 00 7E 23 E5 21 B8 FF 19 =887
65432 57 C5 4E 23 46 ED 78 04 =828
65440 05 28 01 2F 5F C1 E1 7A =728
65448 E6 07 28 05 CB 18 3D 20 =605
65456 F8 CB 18 CB 11 10 D2 C9 =1128
65464 FE F7 FE FB FE FD FE FE =2021
65472 FE EF FE DF FE BF FE 7F =1796
65480 29 28 08 10 3A 7C 66 00 =389
65488 F5 C5 D5 E5 FF F3 2A 59 =1513
65496 5C 7E FE EA CD F5 FD E1 =1634
65504 D1 C1 F1 FB C9 C3 D0 FF =1753
65512 3E 39 ED 47 ED 5E FB C9 =1210
65520 00 00 00 00 C3 D0 FF F3 =901
65528 3E 03 ED 47 ED 56 FB 18 =971
STOP
```

WIBBLE

I bet if you tried to count the number of times you've sat staring at your Speccy screen and thought "I wish I could make it wibble about a bit" you'd run out of fingers and toes in no time at all. Frustrating, isn't it? **Andrew Paine** has obviously encounted this problem more often than most, because he's actually got up and done something about it. *Wibble* is the result, and it does in fact make your screen, or just parts of it if you want, wibble about a bit.

To put the thing into operation, type in the Basic section and save it with SAVE "WIBDEMO" LINE 190. Then, by way of the Hexloader, type in the Hex at address 60000 and save it after the Basic. Then reload and run. Wibbly, eh?

But it doesn't stop there. You can tweak the program to your satisfaction by POKEing the following addresses.

60004 Number of repeats until picture is stationary.
60006 Number of frames per repeat (must be a multiple of 16).
60119 Shift coefficient (how far it wibbles).
65533 Address at top left hand corner of window.
65534 Width of window in characters (allow at least three characters on either side of your image).
65535 Height of window (in pixels).

by Andrew Paine

```
60000 CD AD EA 0E 04 06 40 C5 =697
60008 CD 19 EB C1 10 F9 0D CA =1138
60016 78 EA CD 7D EA C3 65 EA =1448
60024 FD 21 63 5C C9 FD E5 C5 =1357
60032 06 08 FD 23 FD 7E 07 37 =743
60040 CB 1F FD 77 07 FD 7E 00 =992
60048 3F CB 1F FD 77 00 10 EA =919
60056 06 08 11 10 C0 C5 01 10 =453
60064 00 21 00 C0 ED B0 C1 10 =847
```

```
60072 F4 C1 FD E1 C9 3A FF FF =1684
60080 4F 3A FE FF 47 2A FC FF =1266
60088 FD 21 00 C0 DD 21 10 C0 =940
60096 FD E5 C5 E5 D5 01 C8 00 =1322
60104 21 00 C0 11 01 C0 AF 77 =729
60112 ED B0 D1 E1 06 04 3E 01 =920
60120 FD 23 FD 77 00 EE FF FD =1406
60128 77 07 EE FF CB 17 10 F0 =1101
60136 06 03 CB 1F CB 1F FD 23 =765
60144 FD 77 00 EE FF FD 77 07 =1244
60152 EE FF CB 1F 10 F0 C1 FD =1429
60160 E1 C5 E5 D5 11 10 C0 06 =1095
60168 08 C5 01 10 00 21 00 C0 =447
60176 ED B0 C1 10 F4 D1 E1 C1 =1493
60184 C9 3A FE FF 47 3A FF FF =1407
60192 4F 2A FC FF 1A 00 7A 32 =822
60200 2C EB DD 7E 47 A7 CA 64 =1166
60208 EB 3C CA 64 EB 3D FE 01 =1148
60216 CC 80 EB FE 02 CC 80 EB =1390
60224 CC 80 EB FE 04 CC A7 EB =1431
60232 FE 08 CC E0 EB FE FE CC =1637
60240 90 EB FE FD CC 90 EB CC =1673
60248 90 EB FE FB CC B4 EB FE =1757
60256 F7 CC C8 EB 14 CD F3 EB =1589
60264 79 BA C2 26 EB 21 10 C0 =1015
60272 7E F5 23 11 10 C0 01 80 =760
60280 00 ED B0 F1 32 8F C0 C9 =1240
60288 F5 E5 C5 37 3F 7E CB 1F =1149
60296 77 23 10 F9 C1 E1 F1 C9 =1279
60304 F5 E5 D5 16 00 58 1D 19 =851
60312 D1 C5 37 3F 7E CB 17 77 =995
60320 2B 10 F9 C1 E1 F1 C9 F5 =1413
60328 E5 C5 AF ED 67 23 10 FB =1243
60336 C1 E1 F1 C9 F5 E5 D5 16 =1569
60344 00 58 1D 19 D1 C5 AF ED =940
60352 6F 2B 10 FB C1 E1 F1 C9 =1281
60360 F5 E5 D5 16 00 58 1D 19 =851
60368 C5 56 AF 77 7A 57 2B 7E =955
60376 72 10 FA C1 D1 E1 F1 C9 =1449
60384 F5 E5 D5 C5 56 AF 77 7A =1386
60392 57 23 7E 72 10 FA C1 D1 =1030
60400 E1 F1 C9 7C EA 07 FE 07 =1289
60408 CA FD EB 24 C9 7D E6 E0 =1506
60416 FE E0 CA 0E EC D5 11 E0 =1384
60424 06 A7 ED 52 D1 C9 D5 11 =1132
60432 20 00 19 D1 C9 00 00 DD =467
```

```
  10 CLS
  20 FOR Z=0 TO 7: PRINT AT Z,5;"
                    ";
NEXT Z
  30 PLOT 40,175: DRAW 159,0
  40 PLOT 40,112: DRAW 159,0
  50 PRINT AT 1,10;"YS Is Fab!"
  60 CIRCLE 120,132,17
  70 CIRCLE 120,132,18
  80 POKE 60119,2: REM freakout
  90 POKE 60006,64: REM frames
 100 POKE 60004,4: REM # steps
 110 POKE 65535,72: REM height
 120 POKE 65534,32: REM width
 130 LET ADDR=16384: REM screen
address of top of window
 140 LET A=INT (ADDR/256): LET B
=ADDR-(A*256)
 150 POKE 65532,B: POKE 65533,A
 160 RANDOMIZE USR 60000
 170 STOP
 180 CLEAR 59999
 190 LOAD "WIBCODE"CODE 60000,46
0
 200 RUN
```

SPARKLE

Lock up your livestock — he's back. Equipped with only a crayon and low-voltage Speccy, **Thurstan** has somehow managed to put together another jumble of letters and numbers which, when typed in in the right order, produces astonishing results.

This time it's a short routine, with built-in demo, designed to add a bit of sparkle to your screens (which is why it's called *Sparkle* in fact).

by Thurstan Felstead

```
  10 REM
  20 REM Sparkle!
  30 REM
  40 REM Thurstan Felstead
  50 REM
  60 REM
  70 REM Sparkle! Demo
  80 REM
  90 INK 7
 100 PAPER 0
 110 BORDER 0
 120 CLS
 130 PRINT AT 9,8;"YOUR SINCLAIR
"
 140 PRINT AT 10,4;"THE SPARKLIN
G MAGAZINE"
 150 LET x=62
 160 LET y=102
 170 LET size=2
 180 GO SUB 310
 190 LET x=175
 200 LET y=87
 210 LET size=2
 220 GO SUB 310
 230 LET x=120
 240 LET y=87
 250 LET size=2
 260 GO SUB 310
 270 STOP
 280 REM
 290 REM Sparkle! Routine
 300 REM
 310 BEEP .1,60
```

```
 320 LET x1=x+2
 330 LET y1=y+2
 340 LET x2=x-2
 350 LET y2=y-2
 360 LET x3=x+2
 370 LET y3=y-2
 380 LET x4=x-2
 390 LET y4=y+2
 400 FOR m=1 TO 2
```

```
 410 FOR n=1 TO size
 420 PLOT x1,y1
 430 DRAW 3*n,3*n
 440 PLOT x2,y2
 450 DRAW -3*n,-3*n
 460 PLOT x3,y3
 470 DRAW n,-n
 480 PLOT x4,y4
 490 DRAW -n,n
```

```
 500 NEXT n
 510 LET x1=x1+(size*3)
 520 LET y1=y1+(size*3)
 530 LET x2=x2-(size*3)
 540 LET y2=y2-(size*3)
 550 LET x3=x3+size
 560 LET y3=y3-size
 570 LET x4=x4-size
 580 LET y4=y4+size
 590 FOR n=1 TO size
 600 OVER 1
 610 PLOT x1,y1
 620>PLOT x1-1,y1-1
 630 PLOT x1-2,y1-2
 640 LET x1=x1-3
 650 LET y1=y1-3
 660 PLOT x2,y2
 670 PLOT x2+1,y2+1
 680 PLOT x2+2,y2+2
 690 LET x2=x2+3
 700 LET y2=y2+3
 710 PLOT x3,y3
 720 LET x3=x3-1
 730 LET y3=y3+1
 740 PLOT x4,y4
 750 LET x4=x4+1
 760 LET y4=y4-1
 770 NEXT n
 780 PLOT x1,y1
 790 PLOT x2,y2
 800 PLOT x3,y3
 810 PLOT x4,y4
 820 OVER 0
 830 NEXT m
 840 RETURN
```

The End Is Nigh

I think it's really time I went and thought about my Christmas shopping. Trouble is, however early I start I'll still find myself completely prezzyless on Christmas Eve. Please send your programs and gift ideas to me, Jonathan Davies, at Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE.

ZERO

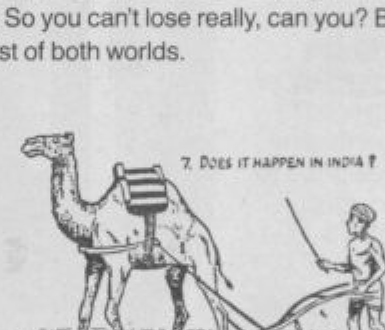




PIRATE PERIL ON ZERO ISLAND



Checked out ZERO yet? Whaddya mean, 'No'? It's our sister magazine, and it's just as skill as *YS* — but with one major difference. There aren't any Speccies in it. Instead, it's full of stuff about the 'snoot' machines (ie STs and Amigas and PCs). There's news, reviews, hints, tips — all the kind of 'gear' you'd expect, as it happens. And there's also a 'mag within a mag' called Console Action, which is full of, erm, well, console stuff — Nintendo, Sega, PC Engine and all that malarkey. And the best thing about ZERO is that, unlike most of the other 16 bit mags, IT ISN'T BORING. Well, bits of it are, but **most** of it isn't. And anyway, the boring bits in ZERO are much **less** boring than the boring bits in the other 16 bit mags. So you can't lose really, can you? Buy ZERO **and** *YS* — you'll have the best of both worlds.

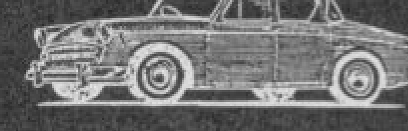




KEEP UP TO DATE ON THE 16 BIT MARKET – THE *YS* WAY

ZERO issue two is OUT NOW, and it's literally jam-packed with brilliance. From an exposé on the new Sega MegaDrive, through 'hundreds' of amazingly entertaining ST Amiga and PC games reviews, to an in-depth interview with Bungle The Bear (from *Rainbow*). We could go on for hours, but then the best thing you could do is to go out and BUY the blinking thing – it's only £1.50.







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S·L·O·T·S O·F FUN

There wasn't room for a Slots last month, mainly because the issue was cram-packed with Christmas Speccy stuff. So I had a birrova shock when I popped down to our local dosh-eater emporium recently. 'Cos everything had changed. Like, totally. Ah well, better to have too much new stuff to choose from than not enough, I guess, though I have to admit that there was nothing that really hit me for six. Still, some were pretty decent so let's kick off with the pick of the bunch.

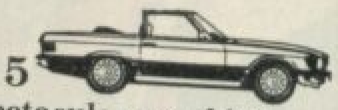
Matt's Corky Coin-Op
SAGAIA

This is the biggest and most spectacular dedicated cabinet around at the moment. Peer in the back and what do you get but two screens worth of horizontally scrolling shoot-'em-up. And space ship horizontal scroller at that. A bit of a disappointment really. Still, as horizontal scrollers go it's a bit of a goodie. There are hundreds (well, lots) of stages, starting off on the surface of the Sun and working their way out through the solar system past Mercury, the Earth, the Moon and so on to Jupiter. Still, back to the Sun.

Here come the waves of alien space craft from the far end of the right hand screen now, giving you plenty of time to knock them out of the sky. A lot of these first wave ships are leaving icons behind too which seems pretty generous — until you realise how badly you're going to need them! Extra missiles, lasers, bombs and the force field especially come into their own in a big way when ships start appearing from the back of the screen, curling all around the place. Mutant fish leap out of the fire beneath you as well and giant end-of-level monsters like massive dragon fish float slowly but dangerously on to the screen. At some points the game flips and starts scrolling the other way with you now approaching from the far right.

Sagaia (what on earth is that name meant to mean?) is a fairly involving state-of-the-art shooty game, but, cabinet notwithstanding, there's little really new or memorable about it. In fact, these two screen set-ups look impressive, but I find the design demands that the screens are set so far back in the depths that sometimes the action feels strangely detached. Still, not a bad one, Taito.

Overall: 85°
Convertibility Factor: 5



The two screen effect and spectacular graphics would be lost on the Speccy, so you'd be left with a bit of a bog standard shooty game.



Blimey! Looks like this mother of fishes just escaped out of *Jacques Cousteau's Undersea World*!

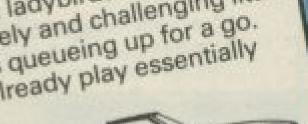


What's he doing orbiting somewhere near the Sun then?

VOLFIED

Blimey! These coin-op names are just getting too ridiculous! Taito doesn't seem to care what it sticks on a cabinet these days. Still, on to the game. This one's a sort of puzzle thing, and it's an addictive little sod. But take away the flash graphics and you're left with, well, with *Zolyx*, the *YS* Smash Tape from a few issues ago. Everyone who's got that little cracker should know what playable little sausages these games are. You control a small cursor and must try to 'paint in' the screen by boxing areas off, before the baddies that lurk around the edges catch up with you. As they can only kill you while you're trying to box off a section of their area, the skill in the game is seeing your chance and taking it, without being too greedy and getting nabbed.

Volfied gives us spectacular pictorial backgrounds — rather along the lines of circuit boards — and numerous baddies all over the screen who try to destroy your cursor ship in various dastardly ways. Giant snakes, mechanical ladybirds and numerous smaller nasties all make it a lively and challenging little thing — and popular too. It took me ages queueing up for a go. The only trouble is that *YS* readers can already play essentially the same game at home.



Overall: 77°
Convertibility Factor: 5

Easy to convert and addictive, but there are a few versions of the same gameplay floating around for the Speccy already.



Watch that snake! Take over enough of the screen with some judicious little sorties and watch him explode. How very satisfying!



Contrary to popular belief, this isn't a conversion of the famous Japanese cartoon about the adventures of our Dep Ed, but a hovercraft shoot-'em-up instead.

KY ADVENTURE

his is another contender in the 20p vertical scroller stakes, but a r more worthwhile one than *Omega Fighter*. An evil South merican-style dictator called Colonel Claude (?) has taken over a ather spooky, jungly country, and it's your job to go in and 'take him out', as they say. You get a nice choice of four World War 2-type planes to fly about in, each equipped with its own special extra weapon. They all get the upgradable forward firing machine guns, but one of them also comes fitted with what look like packing crates (which you bomb people with), another fires out a flock of mini planes which swarm up the screen and so on.

The only trouble is Claudie-babes has his own squadrons of devious old fighter planes that come after you, and as if that wasn't bad enough most of the ground-based natives seem pretty hostile too. From flame-throwing dinosaurs and robot insects to boomerang-lobbing aboriginies nobody seems pleased to see you! Ho hum. Such is life.

This game is no ground breaker, but it's neat enough in its own 1943-crossed-with-*Prehistoric Isle* sort of way, and worth a few pence of anyone's money. There's even a nice *Those Magnificent Men In Their Flying Machines* title screen too. Hurrah!

Overall: 69°
Convertibility Factor: 7
As long as it doesn't turn out like the rather hopeless *Gemini Wing* (which it slightly resembles) I'd like to see it.

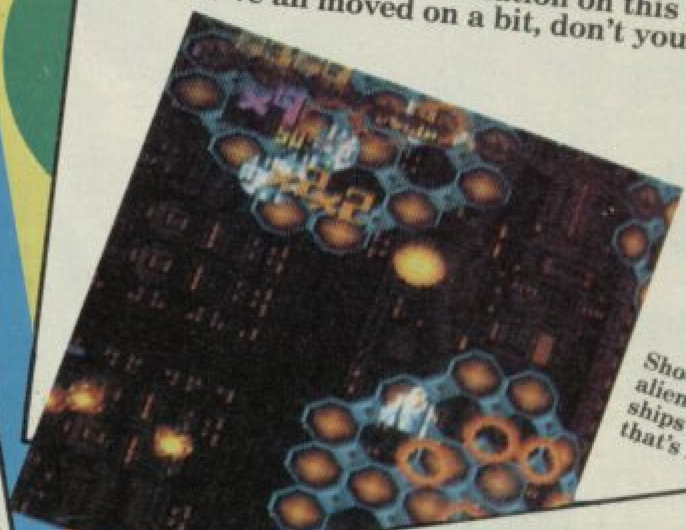


Watch for baddies on the ground, in the air, and, er, in fact just about everywhere.

OMEGA FIGHTER

Well, it's cheap (20p a shot) which is just about all I can say for it. Ho hum. Basically, what we've got here is *Galaxians*. Updated, with a pretty Earth background graphic, but *Galaxians* nonetheless. And that's it. What, you want more? Well, okay, it's a vertically scrolling shoot-'em-up with some pretty simply designed sprites coming down the screen at you in waves, and your equally simple spaceship moving up the screen towards them. You shoot at them and they, um, shoot at you. Other levels take you inside giant alien ships and the like, but it's all a bit samey (even the weapon power-ups you get just deliver more of the same) and not very interesting. Your ship does a neat Catherine Wheel-shaped explosion when it dies though.

Overall: 63°
Convertibility Factor: 6
Perfectly possible, but does anyone really want to see another lacklustre variation on this theme? I think we've all moved on a bit, don't you?



Shoot the alien space ships and, er, that's it.

BIG RUN

Yep, it's another racing game. This time it's the Paris-Dakar rally that gets the treatment, and pretty nifty treatment it is too. The race takes place over a series of stages across North Africa, from the streets of France to the roughest desert tracks. The game lives in a dedicated sit-down cabinet — though without hydraulics — and features high and low gears and brake and gas pedals. Your ride is a Porsche Turbo, though there are all sorts of other cars to race against. All very well, but how does it play?

Pretty blooming well, actually. Though the graphics aren't as polished as in *Chase HQ*, say, and the sprites are in general a lot blockier, they do the job well enough, and the speed of the game more than makes up for it. *Big Run* fills the screen with the sharpest of bends, trickiest of mountain passes and bumpiest of road surfaces — it sent me skidding and crashing all over the place! It's expensive (a pound a shot) and it's hardly as though racing games are thin on the ground, but for all that it's a lot of fun. Worth a try, at least.

Overall: 78°
Convertibility Factor: 8
If you can take the prospect of another racing game on the Speccy, this'd be a fun one to see.



Yikes! What are all these cars doing in my way?? Graphics are blocky but serviceable, and run very fast.

AQUAJACK

The quickest way to describe this is as a sort of hovercrafy *Op Wolf*. Or perhaps a hovercrafty *Cabal* would be more appropriate, since you can actually see your sprite there in the middle of the screen. You have a cursor on-screen too, which you control with a dedicated joystick, and your hovercraft sort of follows it as you move it about.

The game starts out on swamp land, where you must zoom around trees growing out of the water, bounce over floating logs (the hovercraft has a jump option and lands with a nice slapping noise) and take out hordes of tanks, ships, choppers and things which attack from all angles. It scrolls horizontally as well as into the screen, so, if things are getting too hot for you in one area, you can always scoot off sideways away from the action to where things are a bit cooler. Being a hovercraft, small islands and bits of land cause no problem either.

It comes in a neat dedicated stand-up cabinet too. Simple fun, but ace all the same. Oh yeah, and it's by Taito. They seem to be taking over this column!

Overall: 81°
Convertibility Factor: 8
The scrolling might be difficult, but the hovercraft shouldn't be too tricky to animate (it's basically just a big red blob). It's be dead playable too. A goodie.

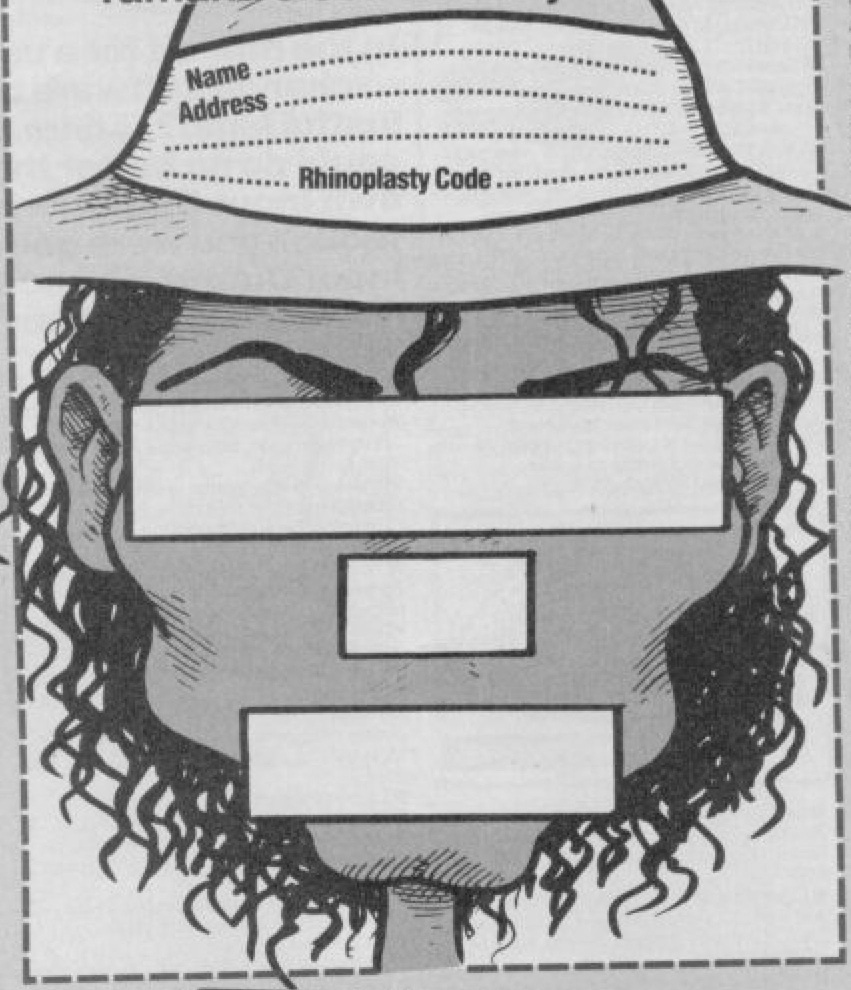
ARCADE NEWS

Of the others we've seen lately we've been particularly impressed by (well, a bit impressed by) Namco's *Winning Run*(a sort of *Hard Drivin'* for Formula One cars with the same polygon-filled graphics but faster and smoother running), *UN Squadron* (three fighter planes, three pilots, and a horde of horizontally scrolling nasties in a Middle East war setting) and *Arch Rivals* (a comic basketball game from Data East). Oh, and then there's *Rastan Saga 2*, of course. More of the same platform and ladders slashing mayhem, but faster, smoother and better than the original. Took them a long time to get around to a sequel though, didn't it?


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Ooooh! Aaow!

Win some cool *Moonwalker* goodies and a wicked Yamaha electronic keyboard!!



Michael 'Wacko Jacko' Jackson, eh? What a star he is... At the tender age of five, he was a member of the Jackson Five. He's been singing and dancing most of his life. His best friends are zoo animals. His second album *Thriller* sold over 40 million copies worldwide, and *Bad* is the first album in history to have had five number one singles. He sleeps in a plastic airtight bubble and talks like Mickey Mouse. The President of the United States gave him an award for his many amazing achievements. He wears a great deal of mascara, and one glove. Beneath his cool outfits he sports a pair of those very nasty nylon briefs with a picture of a half-eaten apple on the front. (*Are you sure about all these 'facts'? Ed*) He starred in his own movie *Moonwalker* and is now in the computer game of the same name, er, *Moonwalker*! And it's going to be 'bad'!! (Which means 'very good' in Michael Jackson speak.)

Yep, US Gold has got itself the rights to the Michael Jackson movie and the Birmingham-based software house is sure to exploit all its exciting bits for the computer game! Hurray! And guess what, they're so chuffed about it, they're offering us some splendid prizes in this, the *Your Sinclair*/US Gold *Moonwalker* compo!!

I'm Baaaaaaaad!... But The Prizes Are Splendid!

Yep, do you fancy following Jacko's giddy rise to stardom? Well, here's your chance! First prize is a splendid Yamaha electronic keyboard! It's got 61 keys, stereo speakers, 100 digital voices, digital synth, five track memory, 100 different rhythms, and even drum pads!! It works off mains or batteries (not included, fact fans) so you can take it anywhere to create and play the mega hit records that will launch you on the road to international pop superstardom!! Ah! Ah! AH! And that's not all! Yep, 'cos 20 runners up in this fab compo get splendid *Moonwalker* goody bags containing a tremendous T-shirt, a porky poster, a brilliant book, and a corking copy of the computer game!!

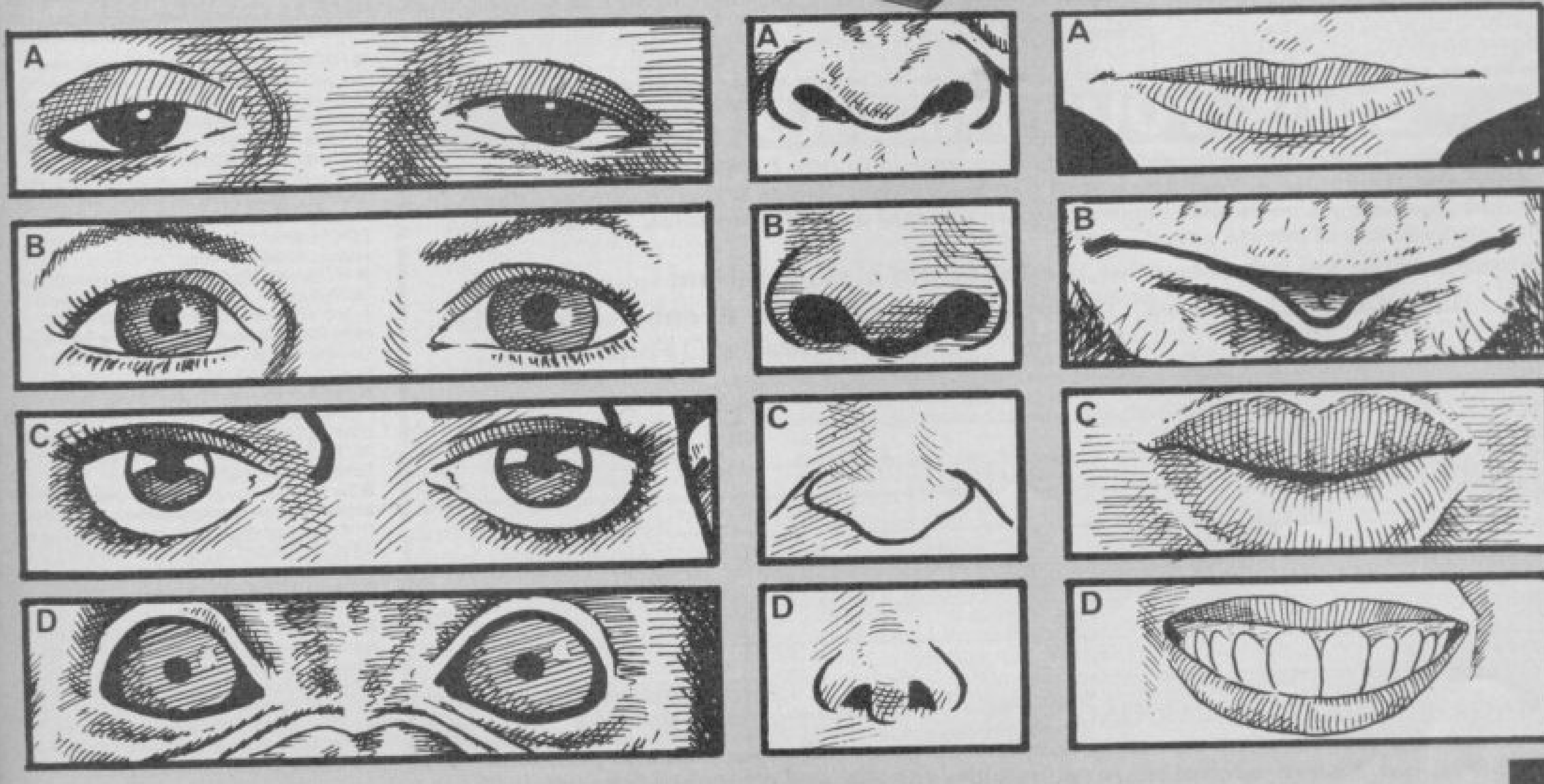


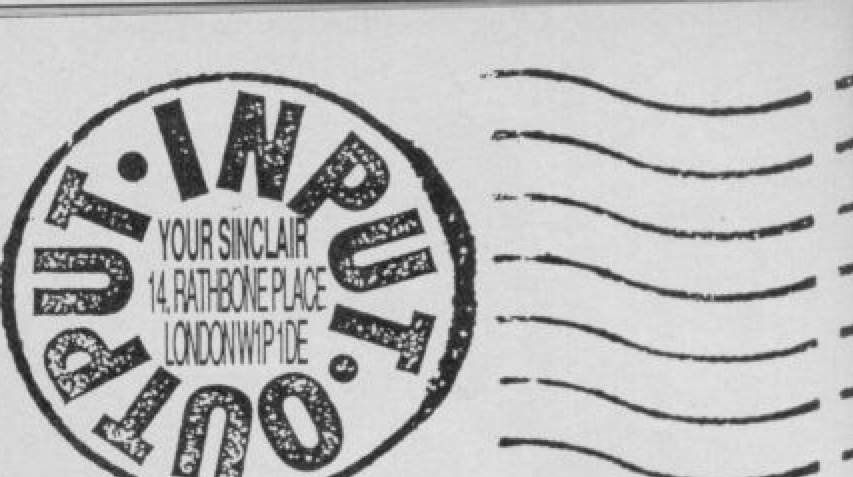
Whatcha Gotta Do!? Ooh!

It's a snip! (In more ways than one!!) We all know that Michael's boat race has undergone a great many changes since his Jackson Five days, and a lot of his hard-earned cash has gone into the pockets of top plastic surgeons. So here's your chance to show just how well you know Wacko! Imagine you're Michael Jackson's plastic surgeon. Study the several facial 'bits' pictured here — four different mouths, noses and eyes. Using your skill and judgement, your task is to rebuild the Jacko face on the coupon! If you think the correct eyes are 'A', then jot an 'A' in the eye space on the coupon! Got that? Right, when you've got all the bits in the right place, fill in your name and address, transplant the whole lot into an envelope, and send it to *Ben, Although You Scamper Here And There, I Like You Lots 'Cos My Best Friends Are Zoo Animals* Compo, *YS*, PO Box 1509, Enfield, Middlesex EN1 1LQ. Closing date is New Year's Eve.

Rules

- Any employees of US Gold or Dennis Publishing caught moonwalking about the Compo PO Box will be forced to undergo several hours of painful plastic surgery.
- All entries must be received by December 31st, or they'll be locked in an airtight plastic bubble until the year 2000.
- Matt is the diabolical Mr Big of the YS office so don't argue with his decision or he'll kidnap your small chum Katy and her dog Skipper! (*Eh? Ed*) It's in the movie. (*Oh! Ed*)





In the market for a used Speccy? An exchange software deal? A lonely heart lustful lamb? (Ahem.) Why then, you could do no better than to read our very own Input Output, which it looks as though you were going to do anyway. Input Output, so good we named it twice. (Well, the 'put' bit anyway.)



■ Interface 1, microdrive, manual, Spectrum Microdrive Book by Dr Ian Logan and *Master Your ZX Microdrive* by Andrew Pennell. £50. Phone Gloucester (0452) 612234.

■ Spectrum 128+3, colour telly, multiface, three joysticks, tape player, interface, computer desk. Lots of games, disk and tape. Complete input and other mags. £400 ono. Call M Wilkinson on (0325) 310186.

■ Spectrum 48K+ with over £100 worth of software. All leads, data recorder and Cheetah joystick. £90 ono. Phone (096279) 581 after 4pm and ask for Julian.

■ Spectrum +3, multiface, recorder, over 80 three inch disks, more than 100 tapes, totalling around 800 games. Excellent condition. £295. Write to K Riley, 48 Goodison Gardens, Erdington, Birmingham B24 0AQ.

■ Spectrum 128K+, Cheetah Match 1+, interface software worth £100. Mags worth £40. All in good condition and working order. Great value at just £100 ono. Tel Matthew (0272) 838650.

■ 48K ZX Spectrum with instruction manual and leads. £50 ono. Phone Mrs A Slaney on (01) 866 9608.

■ Spectrum 128K +2, inboard tape deck, joysticks. Lots of games worth over £200, manuals, mags. £185 ono. Phone (082572) 3609 (East Sussex).

■ Spectrum 48K+, over £530 worth of games, Amx mouse, data recorder and 42 tapes from various magazines for free (worth over £700). Will sell for £250. Buyer collects. Allan Walsh, 7 Briarcroft Drive, Howebridge, Atherton, Manchester M29 0PJ. Tel (0942) 875011.

■ Spectrum +2 with box, two joysticks, dust cover and £500 of software. Good condition. Will sell for £250. Phone (0475) 32359 after 5pm and ask for Bobby.

■ Spectrum 128K +2 for sale – £180 with over 60 games. Also Cheetah joystick, interface, over 25 mags, manual and Quickshot 2 plus joystick. Phone Stuart Turner (0304) 831015.

■ Spectrum 48K for sale! With 91 originals, 261 games overall. Data 'corder, interface, expansion port. Speech synth! All complete with manuals and instructions. £275 ono. Phone Kevin on Downham Market 384217.

■ Spectrum +3, Multiface +3, over 100 mags, two joysticks, tape recorder, disk box, books, tapes, over 40 original disk games and more than 30 disks of tape software leads. Offers £250-ish. Phone Gary on (01) 657 5152. Delivery possible.

■ Spectrum 128K t/recorder, interface, two ports, two joysticks, £300 worth of software including *Op Wolf, Last Ninja 2, OutRun, Navy Moves* and many more. £150 ono. Call M Stow on (0734) 723846 evenings.

■ Spectrum +2 for sale, £500 software, mouse, interface and two joysticks. All worth around £700. Will sell for £295 ono. For more information write to Julian Hobbs, 59 Guilton, Ash, nr Canterbury, Kent CT3 2HR.

■ Spectrum 128K +2, microdrive, Interface 1, cartridge, leads, books. Games alone worth £240, joystick etc £250 ono. Lots of other hardware for sale as well. Phone Hasib on (021) 447 1515 after 4pm. Free POKEs too.

■ Spectrum +3, 50 games, lightpen, books only nine months old. Also lots of mags. Only £99. Phone Richard on (0277) 656961 -

■ Bargain! Spectrum +3, data 'corder, mouse, lightpen, two joysticks, £700 worth software including *Robocop, XYBots* cassette/disk. All immaculate condition. Total value over £1,000. Only £350 ono for quick sale. Phone M Coleman on Northampton (0604) 411127 after 4pm.

■ Spectrum + with wafadrive, Ram music machine, Quickshot 2, dodgy Snapshot 2 (repairable!), and over 200 games. Many new releases. £150 ono. Write to James Tubman, 10 Fore Street, Yealmton, Plymouth, Devon PL8 2JU.

■ Spectrum 128K +2 for sale! Comes with £250 worth of games, £50 worth of mags and two joysticks. All worth £400. Will sell for £200. Phone Howard Hudson on (0932) 220680 NOW!!!

■ Spectrum +3, some games, Multiface 3, Devpac, Tasword, some blank disks. All in good condition. £150 + p&p. Phone Adrian on Brookwood 87743.

■ Spectrum 48K, printer and rolls, Kempston joystick, over 100 games including *Last Ninja 2, R-Type, Gunship, Darkside* and about 30 mags packed with POKEs. All worth over £1,000 but sadly selling for only £150. Electron plus tape recorder and 15 games for £50. Phone Neil Taggart on (0487) 815469 (Huntingdon, Cambs).

■ Sega master system. Two pads, three games – only £60. Phone Colin on (021) 722 2472 after 6pm.

■ Spectrum 48K with cassette recorder, leads, Ram turbo interface, Quickshot 1, Quickshot 7 and Quickshot turbo joysticks. Speech synthesiser. Lots of games and utilities. All £85. Ring James Formby on Annan (Dumfriesshire) 5366 after 9.30 pm.



■ I will swop *Driller* for *Repton Mania* or *Boulderdash*. Contact John Wilson, 4 Wesley Street, Holyhead, Anglesey, North Wales LL65 3TD.

■ Urgent! Swop *Trivial Pursuit* for *Paperboy* and *Gryzor*! Originals only! Contact Michael Limb, 10 Phoenix Avenue, Gedling, Notts NG4 4EL. Tel 617077.

■ I will swop *Driller, WEC Le Mans, Dragon Ninja* and five other budget games for *Robocop*. Write to Robert Walker, 36 Debenham Road, Stretford, Manchester M32 9DG.

■ Over 800 games to swop including *Op Wolf, R-Type* and *Street Fighter*. Also 128K games, *Cybernoid II* 48/128K, *Little Computer People* 128K. Send your list for mine. All letters answered. Write to Patrick Ennis, 75 Aughanaugh Road, Crumblin, Dublin 12, Ireland.

■ Swop original Speccy games with me. Send a blank tape for my swop list program. Contact Sai Ming Wong, 7 Haddon Close, Alderly Edge, Cheshire SK9 7RD.

■ Wanted *1942* or *1943*. Swop for *Way Of The Exploding Fist, SAS Combat* or *Ace Of Aces*. Phone Mark on (0748) 3214. I also want *Blasteroids*. Swop for full price games.

■ I wish to sell or exchange games. I also have loads of rolls of thermo paper and an Alphacom 32. Please write to A Harding, 25 Churchdown Lane, Hucclecote, Glos GL3 3QH.

■ I have a lot of programs to swop (many recent titles). Send your list for mine. Guaranteed reply. Write to Chris Periphanis, Ypsiladoy 76 Larisa, 41223, Greece.

■ Wanted *Great Giana Sisters* and *Soldier Of Fortune*. Will swop one for any one of the following – *Starglider 2, The Last Crusade, MicroProse Soccer* and *Virus*. Tel (0908) 660688 and ask for Simon.

■ Over 200 games to swop on the Atari ST and Spectrum +3. I have a Multiface 3 and a Multiface ST. Games like *Operation Wolf, Double Dragon* etc. Write to Matt Byrne, Unit 18, Royal Oak, Bagenalstown, Co Carlow, Eire. Now!

■ Loads of games and magazines for sale. Send sae for list to Daniel Brice, 178 Forest Road, Kingswood, Bristol BS15 2EN. Please mark envelope 'Games List'. Hurry – games from 10p!!!

■ Swop *Target Renegade* and *Nightmare Rally* for *Batman II*. Telephone Daniel on (02572) 68465 after 4pm.

■ Wanted, Multiface 128K. Will swop any three of following – *LED Storm, Pacmania, Sanxion, MicroProse Soccer* (48K), *Barbarian 2, Heroes Of The Lance* and *Total Eclipse*. Write to Michael Harrison, 2 Lidget Lane, Sheffield S31 7QD.

■ I will swop *Driller* for *Football Director*. Also would like to swop *Platoon* and *Daley Thompson's Olympic Challenge* for *Football Director II*. Originals only. Please hurry! Contact Paul Gildernew, 1 Woodbourne Crescent, Dungannon, Co Tyrone, Northern Ireland BT71 7DD.

■ Will swop games like *Matchday, Football Manager 2, When Time Stood Still, Batman II, Gunship, Overlander* for *Bard's Tale, LED Storm, MicroProse Soccer, R-Type* and others. Also Kempston interface, £4 ono. Contact R Salman, Rising Sun Farm, Sylen, Llanelli, Dyfed SA14 8JA.

■ Will swop sound sampler or screen reducers on tape for text search (multiface version). Send to Jamie Whitham, 2 Hare Warren, Whitchurch, Hants RG28 7QF. On tape please or Setsearcher.

■ Wanted *R-Type*. Will swop for any two of mine! *Platoon, 720°, Action Force II* or *Bionic Commandos*. Only originals. Phone Mark on (0602) 604342 after 5pm.

■ Will swop games for any good games, especially football ones. Phone Robert Morgan on (061) 6523128 any time.

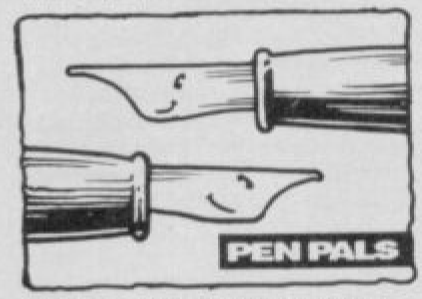
■ *Forgotten Worlds, Dragon Ninja, GL Hot Shot, Salamander, Super Sprint, Karnov, Super Hang On, Space Harrier, Xevious, Tapper*. All ten for £30. Phone Leigh Butler on (01) 590 8098. Buyer collects.

■ Lots of games to swop like *Elite, Wizball, OutRun, Eagle's Nest, Super Robin Hood*. All 48/128K. Send your list for mine. Write to K Clark, 7 Whittagreen Crescent, Newarthill, Motherwell, Lanarkshire ML1 5AF.

■ Will swop *Gold Silver Bronze* for *Last Ninja 2*. I also have *Impossible Mission 1* & *2*. Write to Matthew Warcup, Thurcroft, Rotherham, South Yorks S66 9LH. Originals only please.

■ Urgent! I need *Laser Compiler* by Ocean IQ. Will pay £5. Also over 1,000 games to swop. Your list for mine. Write to Steve Taylor, 1 Bleachfield House, Thurso, Caithness.

■ I will swop my *California Games* for *Buggy Boy, WEC Le Mans* or *Crazy Cars II*. Contact Shute on (021) 4586169 after 7pm.



■ Hi! I'm an 11 year old girl looking for a pen pal, male or female, aged between ten and 12. Interests include music and watching TV. So get writing and please enclose photo if possible. Nathalie Gibbons, 92 Tolworth Rise, Tolworth, Surrey KT5 9NL.

■ Speccy owner (21) would like to hear from any other owners who are interested in heavy rock and would like to swop games and POKEs. Write to Andrew Lyth, 51 Chell Street, Hanley, Stoke-on-Trent.

■ My name is Dominic and I would like to hear from anyone aged 14+. I am interested in music, sports and computers. Guaranteed reply. Get scribbling to the following address – Dominic Oregan, 45 Todds Walk, Andover Road, London N7 7RB.

■ Two foot tall, dead-piano-tuning, 15 year old Picasso lookalike wants a (preferably blue) penfriend. Send tea cosy if possible to Ben, 167 Fold Croft, Harlow, Essex, England, Europe, Earth CM20 1SL.

■ Six foot high boy genius of 16 years is willing to give Porsche-owning gals everywhere the chance of entering into the correspondence of a lifetime with him. Will answer everything about anything. Write to Angus C, 10 Durham Drive, Duddingston, Edinburgh, Scotland EH15 1PG.

■ Hello, I'm a 14 year old boy who wants a 14+ female to write to. I like music, cinema and travelling, so write to Mark Robinson, 7 Kirkstone Crescent, Hamstead, Birmingham B43 5NR. Please enclose a photo.

■ Hi! Fun-loving ten year old wants to swop games, tips and maps with boy or girl. Phone or write to Matthew Campbell, Bay Horse, 57

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

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YS 48

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output.



Micklegate, Selby YO8 0EA. Tel (0757) 702873. Yeah!

■ Hey, all you +3 owners with multifaces, 13 and over. If you want to swop games, tips and POKEs write to Paul Wilburn, 11 Deverill Avenue, Debdale Park, Gorton, Manchester. Or tel (061) 3204169.

■ Well, at least *someone* buys this magazine over here at the coast. And I'd very much like to hear from anyone who can teach me more about Spectrum computers and games. I've a +2 and some games. Contact me at the following address, Mr X, 1/109 Sunshine Parade, Miami, Goldcoast, Queensland, Australia 4220.

■ Female 17 year old heavy metal fan seeks pen pal(s) over 16, not necessarily into computers but definitely into *YS*! *(Aaaallrraaght! Ed)* Write to Jane Elliott, 9 Carlogie Road, Carnoustie, Scotland DD7 6BZ.

■ I'm a male aged 13 and I'm looking for a pen pal aged 11-14 from anywhere. Please write to David Aitken, 114 Monkland Avenue, Kirkintilloch, Glasgow G66 3BS.

■ Female, 23, 128K owner wishes to swop latest 48/128 games with fellow Speccy users. Over 1,400 titles. Reply assured to those who write in before 2000 AD. *(What? Dave Gibbons wants some too? Ed)* Contact Sneha Rohera, 103 Unique Industrial Estate, Off Veer Savarkar Marg, Prabhadevi, Bombay, India, 400 025.

■ I'm male and 15 and want pen pals aged 14-17. Hobbies include Speccies, music and sport. If you live in Ireland phone 260465. All replies guaranteed. Truly. Get scribbling to Graham Kavanagh, 53 Raheen Park, Bally Fermot, Dublin 10, Eire.

■ Hi! I'm Bev and I'm looking for some hunks who own a 48K Speccy and are aged between 15 and 17! So write to this 15 year old lass at 10 Banbury Road, North Kenton, Newcastle-upon-Tyne NE3 3SP.

■ I am nine years old and looking for a pen pal aged between eight and 13. Write to Kelly Skeels at 7 Stonard Road, Dagenham, Essex RM8 2HS.

■ Male, 13, seeks 13 year old female who is into *Dungeons And Dragons* and lives in Australia, America and New Zealand. *(Jetset type, huh? Ed)* Reply guaranteed. Include photo if possible. Write to Joe Gibson (Jnr), 46 Mimosa Road, Bridge of Weir, Renfrewshire, Scotland PA11 3NF.

■ Spectrum +3 owner seeks pen pals with multifaces to swop hints, tips, games etc. Over 700 titles, so get out those pens and write to me, John Nicholson, at 52 Barmouth Way, North Shields, Tyne and Wear NE29.



■ Desperate for *Football Director 2* (tape). Swop for any three of *Gunship, Yes Prime Minister, Road Blasters, Arkanoid 2, 4 x 4 Off Road Racing, Ace* or *Biggles*. Phone John on (0782) 512579.

■ *MicroProse Soccer, Emlyn Hughes Soccer* and *Kenny Dalglish Soccer*. Will swop for *Football Manager 2, Tracksuit Manager, Four Soccer Sims, Roy Of The Rovers* or *Techno Cop*. One for one. Contact Thomas Brighton, 8 Crown Place, Victoria Road, Owlsmoor, Camberley, Surrey GU15 4UA.

■ Sex is not in this advert! I badly want *Scuba Dive* by Durrell and *Aufwiedersein Monty* by Gremlin. Will give *Renegade, Art Master* plus a bonus game! Scribble now! Ben Thiele, 198 Pixmore Way, Letchworth, Herts SG61 1QT.

■ Wanted, mouse and *Artist 2* in excellent condition with mouse mat and package. For fair price or swop for £50 worth software (my choice) or other swop. Contact E Phillips, Burnt Oak Cottage, Challock, nr Ashford, Kent TN25 4DP. Tel Challock 239.

■ Wanted — collection of Machine Code routines from *Program Pitstop* or books (eg *Advanced Z80 Machine Code*). Will swop for joystick, interface extension cable and software. Phone Ian Goodfellow, Northern Ireland (0504) 51901.

■ Wanted, Multiface 128. Swop for 150 games of your choice from a list of 600+. Write to Marco Pinto, Praceta, Teixeira Lopes, 1, 4, Esq 2745 Queluz-Portugal.

■ *Superman* wanted urgently. Will swop for *Batman 2*. Write to Justin Oldroyd, 35 Silverdale Road, Tunbridge Wells, Kent.

■ Wanted! *Evening Star* from Hewson. Exchange for cash or software (*Robocop, Operation Wolf, Tracksuit Manager* and more). Ring Paul Mundy on (0225) 333316 after 5pm.

■ Computer and video games, magazines and binders desperately wanted. Please send your offers to Arwyn, 36 Hall Gardens, Colney Heath, St Albans, Hertfordshire AL4 0QG. Pen pals welcome. Hello to Streaky.

■ Wanted desperately — issue 18 of *YS*. Must have how-to-hack part included so if you've torn it off, stick it on again! Swop for dosh. *(That's a new one. Ed)* Contact James Heeps, 6 Pembridge Avenue, Twickenham, Middlesex TW2 6AE. Tel (01) 898 7837.

■ Wanted! *Football Director 2*. Will swop for *Renegade, Rampage* and *IK+* (no instructions or inlay). Phone (0525) 712716 after 6pm. Ask for Stephen.

■ Wanted *Football Director 2*. Will swop for *California Games, Bobby Bearing* and *Paperboy*. Originals only. Please hurry! Phone Karl Merry on (01) 571 0301.



■ Problems making disk back-ups? What you need is *Megacopy*. Lots of extras. Send disk, sae and postal order for £1 to N Platt, 6 Thirlmere Drive, Tingley, nr Wakefield, West Yorkshire WF3 1PQ.

■ Join our Spectrum club absolutely free. Has over 200 games, many latest titles. Just send your name and address to Mark McCarthy, 8 Fenian Place, Abbeyside, Dungarvan, Co Waterford, Eire.

■ YO! Has anyone got a complete solution for CRL's *Wolfman*? Yes? Send it to me then! Reward! Write to Nick Hughes, 14 Wortham Place, Haverhill, Suffolk CB9 0HP. PS Hello, mum and Gareth!

■ Have you written/typed in a proggy which doesn't work? Contact A Ashley, 44 Home Park Road, Saltash, Cornwall PL12 6BH.

■ PBM game. It's a funny old game. Can you manage a top football team? For free booklet detailing features and costs write to Malcolm MacNaughton, 1 Morar Place, Renfrew, Renfrewshire PA4 9DP.

■ POKEs and cheats written by enthusiasts for fun. If you would like the booklet send a letter to Edwin Searancke, Church View, Pettycroft, Rardean, Glos GL17 9XH.

■ Look! I've got 1,300 multiface POKEs in alphabetical order. Send sae and cheque/PO for £2.50 to R Bryant, 38 Pye Street, Faringdon, Oxon SN7 7AS.

■ Soccer PBM starts October. Only £1 entry and 50p a match. Includes five leagues, two cups, transfers, injuries, manager approaches, crowds and more! If interested phone Alistair on Bristol (0272) 858708 after 6pm.

■ A new PBM, £3 start up, £1.20 a turn. Send £3 to Marshall Lancaster, 42 Greystoke Road, Macclesfield, Cheshire SK10 2NJ.

■ *Burning Rubber*! PBM F1 racing game. Start up, £2, 50p every fortnight. Write to Robert Johnson, 11 Baxter Crescent, Denny, Scotland.

■ *The Classics*, horse racing PBM. Computer moderated results. Features of real racing — group races, sellers, auctions, race commentaries. £1 turns. Write to Racing Games, 4 Olivier Close, Salisbury, Wiltshire.

■ Yo, guys! Do you want games like *Red Heat, Navy Moves, SOI, Question Of Sport* and others like *Run The Gauntlet*? Then send £1 PO and sae to Shamrock Spectrum Club, 5 Sunrise Crescent, Waterford City, Eire.

■ Computer loading/display screens drawn. Price range from £10 to £15. Quite a bargain! Also free super demo on first order! Please include your phone number for a quicker response! Contact Jonathan Langford, 42 Aldbourne Way, Hawkesley, Kings Norton, Birmingham B38 9UD.

■ Have you written a game for the Spectrum and want it published? Send a copy with sae to Ironsoft, 49 West End, Brampton, Huntingdon, Cambs PE18 8SF. Good royalties paid!

■ *Kiss The Ashes Goodbye*, a new cricket PBM starting soon. International cops, tour matches etc. Send an sae for details to Mark Shutz, 24 Alexander Avenue, Enderby, Leicester LE9 5NA.



■ Speccy mag, a computer mag on tape! Send 60p and a tape to Adrienne Nunn, Craiglea Guest House, Aviemore, Scotland PH22 1RH. First two senders get money back!

■ *Magic Missile*. Tape magazine specifically for Spectrum adventures. Issue one comes with full game, *Chips Are Forever*, reviews, demos etc. £1.50 per copy. Futuresoft, 75 Ben Rhydding Road, Ilkley, West Yorks LS29 8RN.

■ *POKEs and Prods*! New fanzine on tape. Issue four out now! First ten people to write win a free game! Send 50p to S Griff, 17 Woodstock Street, Hucknall, Notts NG15 7SP.

■ *Omen*, the latest fanzine on a tape. Lots of reviews, news, tips and music routines. Also advice, section on Top 30 charts for music and compos. 128K and 48K versions. Send tape and £1 to Christopher Brookes, 111 Armadale Road, Dukinfield, Greater Manchester SK16 5AG.

■ Free info pack on Spectrum print out. A new fanzine coming soon with cartoons, reviews, previews, news and views. Send sae to Mark Alexander, 45A Queens Road, Aberdeen, Scotland AB1 6YN.

■ *Look!* New release from Jermsoft. A fully menu-driven magazine. Everything in. Too much to tell. Send 3" disk of C60 tape, 50p p&p and Jermsoft will do the rest. Jermaine Morris, 30 The Parklands, Congleton, Cheshire CW12 3DS. Tel (0260) 271146.

■ *Spec Tech*, a great new computer mag with previews, reviews, POKEs, colour posters and much more. Free with first issue — an amazing graphic adventure. All this for only 80p. For more details send an sae to A Farnington, 9 Polwarth Park, Edinburgh EH11 1LE.

■ *F-S-S* is now completely free! All you do is send a C60 tape. Exclusive screenshots, reviews, previews and swopline. For totally free info (except British Telecom) phone Paul Sherwood on (0509) 230867.

■ Got a Speccy and stuck on some of your games? Well here's your solution — a tape of POKEs. Just send a blank tape plus £2 for your up-to-date POKEs. Don't miss out on this great offer! Block Byte Computing, 34 Bralla Avenue, Glasgow G13 4HZ.

■ *SSU* is a Speccy fanzine, well worth the measly 20p and sae we're asking for in return. It's a great read for the money! Write now before you forget to *SSU* Magazine, Smithfield, Gutcher, Yell, Shetland, Scotland ZE2 4DF.

■ *SpecAce* is the mag to buy!!! Compos, reviews, tips and wads more!! Send 50p with sae and tape to *SpecAce*, 246 Mossy Lea Road, Wrightington, Wigan, Lancs WN6 9RL.

■ Something is about to happen to the fanzine world. *RGB*, a new kind of fanzine for a new kind of reader. Contact Edward Walker, 12 Oakfield Avenue, Birstall, Leicester LE4 3DQ.

■ *T.A.G.* — Britain's fastest growing and best fanzine is now a tape mag! Issue three — up-to-date reviews, previews, POKEs, PBMs, arcades, compos, programming and more! Send 60p plus stamp to Vincent Vity, 11 Willow Grove, Bare, Morecambe, Lancs LA4 6JJ.

■ *Computer User* — news, reviews, previews, cheats, swopshop, posters, free games, programs to type, computer quiz for all computers!!! Price — 10p!!! Contact Andrew Reed, 1 Shackleton Road, Ipswich, Suffolk IP3 9EG.

■ *Blast!* Issue three. Two free games, reviews, previews, posters. Send £1 plus sae or £1.30 cheques or POs) to C Fleming, 25 Amprior Place, Alloway, Ayr, Ayrshire KA7 4PT.

■ *Basic* is the A4 mag for Speccyists. For your copy send a cheque (made payable to the 'ZX Spectrum Club') for £1 to *Basic*, 18 Polar Close, Biggleswade, Beds SG18 0EW.

■ *Sinclarian*, new mag out now for £2 cheque/PO and sae. 300 pages of previews, reviews in full colour, free game on disk/cassette, POKEs, hints, tips, the lot! Please state which you require when ordering. Contact Allan Angus, 59 Warren Road, Hartlepool, Cleveland TS24 9HA.

■ *RK48K — Lawn Mower Simulator* review! *(Well, mow me down! Ed)* POKEs! Batman competition! Gift catalogue! SAM Coupe review! Send 70p to *RK48K*, 8A Station Road, Histon, Cambs CB4 4LQ.

■ *Galaxy 6000, Wargames 3000, British Invasion, Italian Conquest, Europe Invasion*. PBM wargames from £1 per fortnight. For info send sae to SG Wars, 128 Womersley Road, Knottingley, West Yorkshire WF11 0DQ.

■ Are you in trouble with a game? Then cheat. Multiface POKEs and listed POKEs. Minimum of five. Send £1 to REM POKEs, 33 Park Road, Bakewell, Derbyshire DE4 1AX. Try me.



■ Lonely but good looking lad wanting trendy, good looking girl aged 13-15. Must like music and a good time. Write to James Clarke, Manor Farm, Cottage Hutton, Conyers, Ripon, North Yorkshire HG4 5DX.

■ Dude, 13, looking for sexy female aged 13+ who likes having a good time. Please send photos of yourself to Russ Day, 112 Lloyd Road, Didcot, Oxon OX11 8JR.

■ Hi there! Lonely 13 year old boy seeks attractive girl (12+). Interests include computing and music. If interested contact Patrick Ryan, Ballincanty, Blueball, Tullamore, Co Offaly, Ireland. Please send photo. All letters answered.

■ Attractive 11 year old seeks a gorgeous girl aged 11-12. Interested in 48K computers (please enclose photo) *(Kinky! Ed)* and, sorry, no Ed fans!! *(Gasp stutter blubber!! It's a scandal! Ed)* Write to Michael Chopping, 22 Thorpe Crescent, Horden, Peterlee, Co Durham SR8 4AD.

■ Two hunky males, aged 13, looking for two sexy girls aged between 13 and 15. Please send photos. All letters answered. Good time guaranteed. *(Men of the world, right? Ed)* Contact Kenneth Campbell, 10 Ash Place, Kilmarnock, Ayrshire, Scotland KA1 2HJ.

■ Two 12 year old males seek two sexy *(This is getting to be a habit. Ed)* 11-13 yr old females. Hobbies unimportant. If interested contact Phil on (0924) 820231. Must live in Yorkshire. Phone up now!

■ KERPOW! Batfreak seeks like-minded female, 15-18 years old, for postal intercourse. *(What, and miss all the fun? Ed)* Must like the *Batman* movie and live near London. Send photo if possible to Toby, 276 Thorold Road, Ilford IG1 4HD.

■ Lonely 19 year old seeks female companion aged 16. Likes horses, computers, cycling. Reply to Neil McPherson, One Barrs Terrace, Cardross, Dumbarton.

■ 1967 male. Low mileage. Excellent runner. Good bodywork. Very reliable. Seeks local lady 16+ for restoration. Offers to Ian Wale, 131 Mill Lane, Wednesfield WV11.

■ Lonely male (12) seeks female aged 11-13. My interests include classical music, computers and swimming. Must hate heavy music. Send photo if possible to Allan Angus, 59 Warren Road, Hartlepool, Cleveland.

■ Modest 13 year old male seeks 12-14 year old female. Send a photograph and telephone number. Quick! Quick! Hurry up, you girls! Write to Anthony Ribbon, 15 Vale Road, Neyland, Milford Haven, Dyfed SA73 1RU.

Sending in an ad? Please mark your envelope with the relevant section.

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COMPO WINNERS!

Greetings, pop pickers! Or should that be 'correct answer' winners? Oh ho ho! Yes indeedy, it's another lucky winners compo page, perhaps the most religiously read page of the whole mag. So, magnifying glasses at the ready, let's kick off with...

Snorkles And Chortles!

Allo, mai leetle shep mahtes! Eeet is moi, Jacques Cousteau, 'ere, wiz ze prize weeners of ze amazin' *Allo Sailur, Is Zat A Banana Een Your Wet Suit?* Compo from wahy back een March! Ze soon-to-be-joining-moi-on-mah-undersea-adventures frog person, ees...

Richard Hammond from Colindale in North London.

Ze 25 runners erp, who 'ave wern a copy of ze brilliant *Navy Moves* from Dinameec, are...

M C Clarke from Walsall in Staffs; **Alexander Henderson** from Buckie in Banffshire; **Jonathan Holgate** from Stockport in Cheshire; **Richard Jones** from Prestwick, Manchester; **David Storrar** from West Lothian; **A T Green** from Glenrothes in Fife; **David Monticelli** from London; **Simon Fryer** from Benfleet in Essex; **D P Taylor** from Kirkby Stephen in Cumbria; **Chani Tough** from Aboyne in Aberdeenshire; **Barry Vidler** from Rainham in Kent; **Jonathan Talbot** from Ipswich; **Gianni Alfano** from Buckhurst Hill in Essex; **Alex Fisher** from Manchester; **David Swanson** from Sedgefield, County Durham (*Stottie cake, yum yum! Ed*); **Dennis Bassindale** from Torpoint in Cornwall; **Simon Llewellyn** from Newton Le Willows in Merseyside; **Lee Hutchinson** from Gosforth near Leeds; **Michael Felisberto** from London; **M Harris** from Croydon; **Steven Stark** from Bishops Stortford, Herts; **Christian Forsman** from Blackpool, Lancs; **Susan Kelly** from Girvan, Ayrshire; **Dave Harris** from Peterborough; and **J K Marston** from Wimborne in Dorset.

Bill Giles Is A Dreamboat!

Did you miss the cool boat for our fabulous *What A Stormer* Compo back in March? You didn't? Good! Now stand by to see if you're one of the lucky ones below! Right, the winner of the Casio 'pocket' TV was...

Gary Sheridan from Glasgow.

The winners of the second place 'John Kettley' record and Hewson's *Stormlord* were...

Malcolm Mackenzie from Bury; **Dave Harris** from Peterborough; **Craig Mortimer** from Liverpool; **John Benton** from Warrington; **Anthony Boyce** from Blandford in Dorset; **Kevin G Davies** from Warrington; **M A Mcgee** from Dudley, West Midlands; **Mrs M Hawkins** from Blackpool; **P Frankland** from Farnborough in Hampshire; and **Deborah Beatty** from London.

And copies of *Stormlord* go to these 15 runners up...

R M Went from Milton Keynes; **Richard Davies** from Haverfordwest in Dyfed; **Michael Lisle** from sunny Barmouth, North Wales; **Steven Boow** from Runcorn, Cheshire; **Arran Davies** from Cwmbran in Gwent; **Paul Jones** from Thornset, near Stockport; **Neil Jolly** from Towcester, Northants; **David Hails** from Henley on Thames, Oxfordshire; **Gary Saxton** from Southend, Essex; **Christopher Pearcey** from Huddersfield, West Yorks; **Michael Cooke** from Doncaster. South Yorkshire; **Jonathan Talbot** from Ipswich, in Suffolk; **Steven Whitley** from Stockton on Tees; **Angie Norton** from Coventry; and **Tim McArdle** also from Stockton, in Cleveland.

Metal Muthas!!

Remember our *Kraang, Kraang, I've Been Shaking My Head Around So Much My Brain's Gone All Wibbly* Compo back in March? Well, I'm gonna lay the winners on ya!! Winner of the spiffy 'axe' was...

Matthew Hodgson from Workington in Cumbria.

Two second prizes of heavy metal (or... er... plastic as the case may be) remote control tanks, go to...

Alistair Croomer who lives on Davey Lane (it sez 'ere!) in Alderley Edge, Cheshire; and **Ian Forshaw** from Eccleston in Lancashire.

Runners up are all eligible for a copy of US Gold's *Heavy Metal*, and they are...

Nigel Siddal from Sheffield; **Alistair May** from Elgin in Scotland; **Paul Wright** from Cambridge; **Ashley Perkins** from Sittingbourne in Kent; **Malcolm Gair** from Fort William; **R M Went** from Milton Keynes; **R N Smith** from Sheffield; **Brenden Riley** from Walsall, West Midlands; **Darren Shaw** from Port St Mary on the Isle Of Man; and **David Lievense** from Belfast.

Eat Paint, Johnny Perp!

April was around the time the *YS* team ventured into the Combat Zone! It was also the time we ran our *Cor Blimey, This Sniper Lark Is Pretty Nerve-Racking* Compo. Well, the lucky winners of the five pairs of Combat Zone tickets are...

Philip Jeffrey from Middlesborough; **Richard Baker** from York; **James Wilson** from Cambridge; **Richard Elliott** from Angus; and **Mark Crump** from Caergwrie in Clwyd.

And the runner up copies of *Vigilante* go to...

Rebeccah Warrow from Allhallows in Kent; **Matthew McColley** from Newtown, Powys; **Titus Patrick** from London; **Steven Lounds** from Eastwood, Nottingham; **Adrian Cobbin** from Ripon, North Yorkshire; **James Kelly** from North Cornelly, Mid Glamorgan; **Colin Duggen** from Glasgow; **Daniel Marsh** from Odihom, Cheshire; **Stephen Legg** from Bridport, Dorset; **Richard Wilson** from Scarborough; **J Pink** from North Fleetwood, Lancashire; **Andrew Jones** from Brierly Hill, West Midlands; **Andrew Ollett** from Brough; **Paul Redding** from Basildon, Essex; and **P J Cowley** from Nuneaton, Warwickshire.

Ooooh! You Put The Willies Right Up Me!!

OOOEErrrrr! Watch out for the ghoulies! Activision helped us out with this creepy compo back in April and... Spoook! Here come the really weird winners of the *Real Ghostbusters* skateboards!

Whhhiiizzzz! There goes **Tim Goodwin** from Evesham in Worcester, and (trundle trundle) here comes **D Gibbons** from Brookhouse in Lancashire.

And ten blood curdling baggy T-shirts will be floating mysteriously to the following fearsome fellows!

James Wilson from Cambridge; **Tim Herbert** from Banbury, Oxfordshire; **Adrian Cobbin** from Ripon, North Yorkshire; **James Arnold** from Tamworth, Staffordshire; **H A Tang** from London; **Brian Hughes** from West Lothian; **Steven Watkins** from Nuneaton, Warwickshire; **Philip Latham** from Sutton Coldfield, West Midlands; **Simon Hooper** from Bishop's Stortford, Hertfordshire; and **Owen Little** (*Bet you're glad your surname isn't Lots! Ed*) from Hornsey, London.

Lastly and slightly leastly, creepy cocoa receptacles have been awarded to the following runners up...

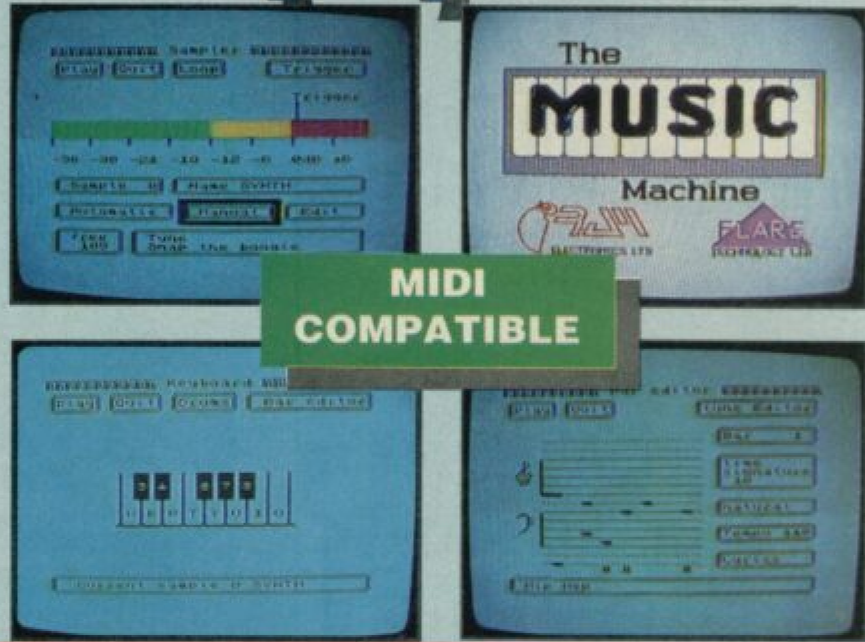
Daniel Street from Bedford; **Andrew Davies** from Doncaster; **Stefan Dawson** from Minster in Kent; **David Nunn** from Reading; and **Gordon Elliott** from Portadown, Northern Ireland.

And that's your lot! For the meantime anyway. Be sure to tune in next month when, who knows, you might even end up with a few pre-Chrimbo megaprezzies. We're too good to you, we really are.

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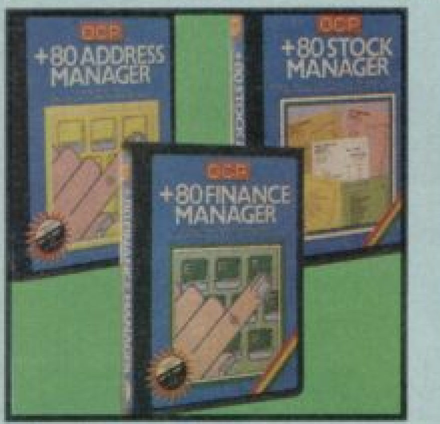
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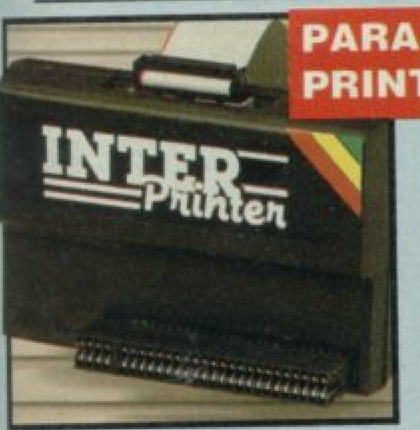
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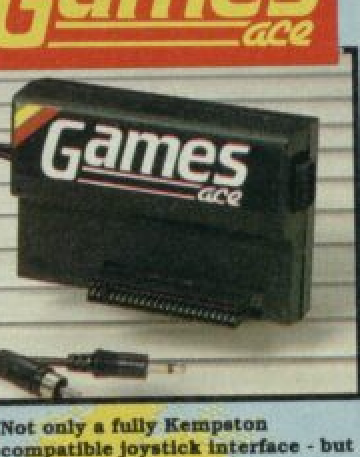
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THE DUEL

TEST DRIVE 2

Accolade/£9.99 cass/£16.99 disk



Matt Racing games, eh? (As our Jack would start a review.) What'd we do without 'em? Well, we'd buy a lot fewer games this Christmas, that's for sure. Yup, from *Chase HQ* to *Power Drift* to *Continental Circus*, everyone's gone car bloomin' crazy!

There are some more serious driving simulations bouncing about too. The jury's still out on *Hard Drivin'*, but here comes *The Duel*, Accolade's follow up to the mega-successful PC/16 bit driverama *Test Drive*. In fact, it's quite heart warming to see a respectable, simulation-based outfit like Accolade dipping its toes into the Speccy market this late in the day. So it's a real shame I can't bring myself to write anything very nice about the results. Because, to be honest, *Test Drive II* smacks a bit of old tosh.

Oh sure, the blurb promises something a bit special. 'Race head to head in the fastest production cars ever built!' Wow! A choice between a Ferrari F40 and a Porsche 959! Road hazards like 'oncoming traffic, rocks, loose gravel, pot holes and oil slicks.' Hot diggerty-dog! Can't wait, right?

But oh dear, oh dear.

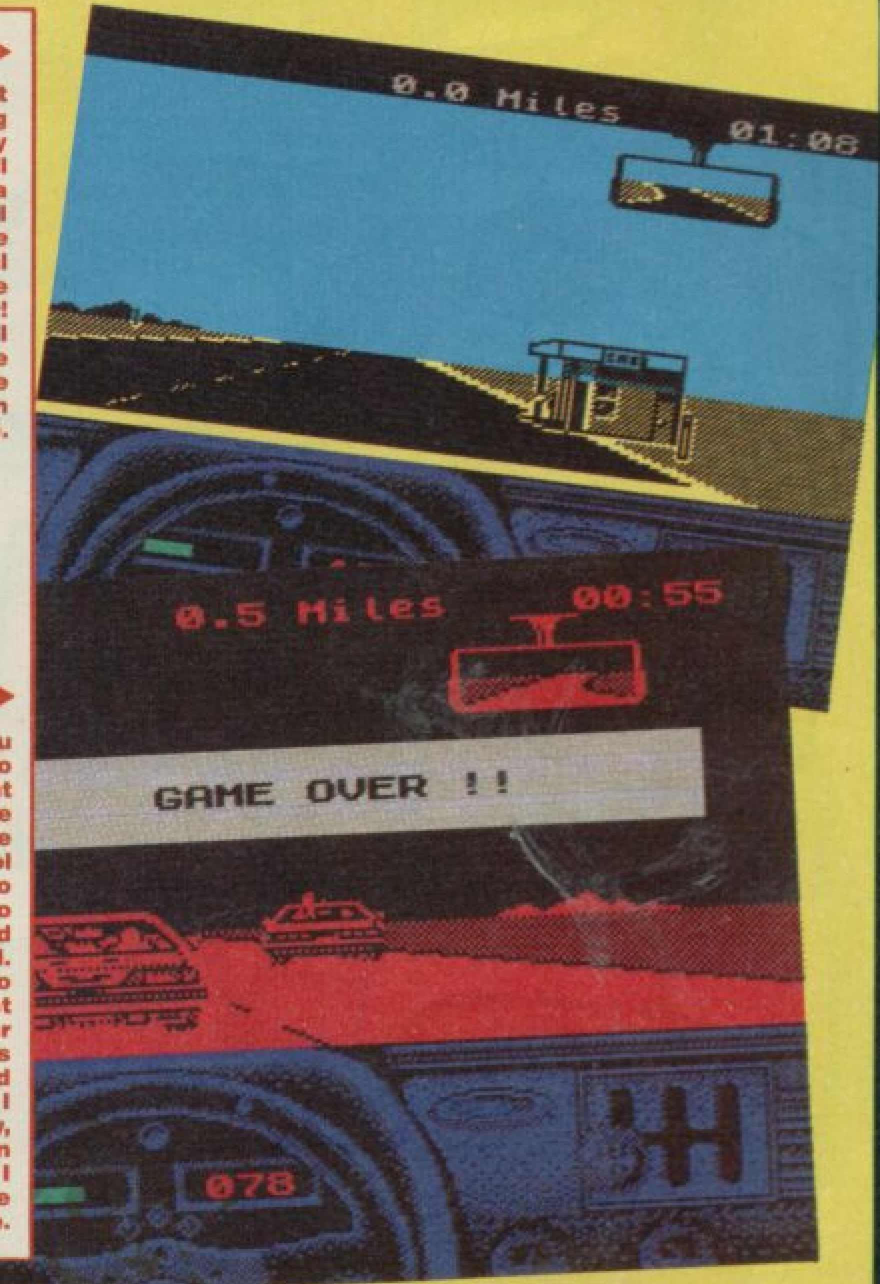
Well, let's kick off with the graphics. They're just so lifeless! Take the courses. (No, please, take them!) In general they're some of the most flat and featureless routes I've ever seen, be they desert, cliff paths or grasslands, with the very minimum of roadside features (outside of the odd cactus). And the cars are no better. The dark blue dashboards are modelled on the cars in question but, in fact, both look far more like the plasticy job from a Nissan Sunny or something. And what are the roads populated with? Not trucks or Beetles or Corvettes or anything else vaguely interesting, but more blooming three box saloons! Even when you're racing the other supercar the graphic used is just that of another Nissan. In short, you'll have to use your imagination a bit here!

Thankfully, the control system is considerably better. You're given a wide range of skill options from easy to really hard, the first four of which use an automatic gearbox, with the more difficult ones on manual. Actually, there's not much point in playing it on auto at all (too little to do) but on manual things warm up a bit. In fact, they warm up a trifle too much — fail to change up in time and your engine explodes! Yikes! But — and it's a very big 'but' — even at the simplest level your motor is damn near uncontrollable. To even stay on the road (staying in lane is pretty impossible) takes a million tiny corrections. So it's totally unlike 'real life'.

These are, however, but petty crimes compared to the two main holes in the thing. For a start there is no real impression of speed — not even a little bit! Unless you've got your eyes pinned to the speedometer, it's near impossible to tell how fast you're meant to be going. The clock will climb from about 15 to 105 mph in seconds and suddenly you'll be going too fast to take a corner — though it sure doesn't 'feel' like it. Again, totally unlike the experience of driving a real car, where you only need to check out the speedo occasionally.

And then there's the collision detection. It's hopeless. You'll crash into a cactus when it looks like it's, ooh, a good 20 feet away. Apparently the computer judges whether you'd hit it or not within the next frame of animation or something and freezes you there, which leaves the offending object sitting there smugly, miles from your bonnet. How frustrating.

And that's it really. I keep going back to the game, thinking it can't be that bad. Maybe I've just been unfair. Maybe, once you get into it, after you've got used to all the frustrating peculiarities and learned just how far from the other cars you need to be, it all comes to life and becomes playable. After all, the 16 bit *Test Drive* took a bit of getting used to. But I doubt it. If you're buying a racing game this Christmas there must be at least seven better ways to spend your cash.



▶ I've crashed but there's nothing near me! I nearly came over all indignant for a second, but then I realised *Test Drive II* has an additional feature — the invisible car! Silly me. And I thought it must be because the collision detection is crap.

▶ Even when you manage to do something right you get little reward for it. Here comes a petrol station. I've got to park between two lines painted across the road. Oops! I've gone too fast and overshot — the car immediately runs out of petrol and the game ends. If I stop correctly, wallop, the screen goes blank and I appear on the second course.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
	55°	48°	50°

DIAGNOSIS

Dull to look at and dull to play, with no real impression of speed, frustrating collision detection and a half-baked feel.

52°

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SPHERICAL





One of the better examples, graphically. I'll just despatch this dragon by braining it with my circling droid.

Rainbow Arts/£8.99 cass/£12.99 disk



Davey Are you fatigued by fatuous fighting games? Shattered by all those mindless shoot-'em-ups? Ooh no, missus! Well, don't get hispherical! (*Groan! Ed*) 'Cos here, for a refreshing change, is one of those games that places its emphasis more on the ol' grey matter between your ears than the red button on the end of your joystick. Yep, it's *Spherical*!

It's big, it's colourful, it's got lots of little wobbly bits, it's from German software house Rainbow Arts and it's been programmed by Probe Software, the guys behind Firebird's *Mr Heli*. It's also similar to *Repton Mania*, which Marcus rated a hot 88° in our June issue, but, whereas that game boasted its cutsie croc in casual wear, *Spherical* leans more towards the *Gauntlet*-type scenario and characters.

Basically, you play this sort of wizard chap. You and a friend have ventured into this castle when suddenly, FULATCH!, your chum gets turned into a sphere! Blimey! A hasty exit is recommended, but things aren't quite that simple 'cos you have to clear the way for your rotund amigo to roll clear of the traps and pitfalls between you and the exit!

Your wizardly powers enable you to add or subtract bricks and you can also collect various icons, including good and bad potions,gems and even a *Strider*-type droid thing that circles your sprite and kills the monsters! There are 80 (!) levels in all, each comprising a single screen of increasing complexity, not to mention a secret extra ten levels which you can access via a codeword received from other icons! If you choose the two player game, then you won't recognise it, 'cos guess what!? There are only 80 completely new levels in that mode too! And, true to form, these are cunningly designed so that they can only be completed by both players co-operating! (I knew all those mornings spent watching *Sesame Street* would come in handy one day!) Sometimes you have to get the sphere to the exit, other times you have to kill a monster. These can be huge, and explode quite nicely when bashed over the bonce several times by the aforementioned droid!

But what you're really going to need here is quick thinking! At the start of a level you have 20 seconds before the sphere starts rolling. The first thing you must do is to ensure that the sphere is safe. If you're at the bottom of the screen, and the ball is poised

ICONOGRAPHY

Here are some of the icons you'll come across, and what they do for you!



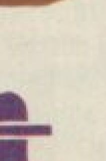
SMART POTION This, in the modern vernacular, is what we'd call a smart bomb, so, er, basically it performs the same function. Collect it by moving over the icon. Use it by pressing 'nine' on the keyboard.



EXTRA ENERGY You'll have to guess what this one does 'cos I'm keeping mum!



SPARKLER This baby gives you the *Strider*-type droid. It circles you and wipes out any baddies it touches. But remember, all good things must come to an end! (There's a time limit!)



POISON Touch this at your peril! It'll take away your brick-building ability.



FREEZE POTION This freezes most of the moving nasties, but be careful not to freeze any baddies which block your route!



ANTI GRAV Sometimes you'll have a level where the exit is above the sphere! But don't despair, 'cos by operating this icon, you'll reverse the gravity – and invert the screen! Some anti gravs need to be used more than once to get the sphere up one side of an obstacle and then down the other!



LAMP This icon will give your character immunity from all those energy zapping thingies!



PARCHMENT This gives you longer and slower jumps.



FA CUP Well, it looks a bit like it! Anyway, this transports you to a warp level! These are well tricky, but complete one and you'll be moved on several levels as a reward!



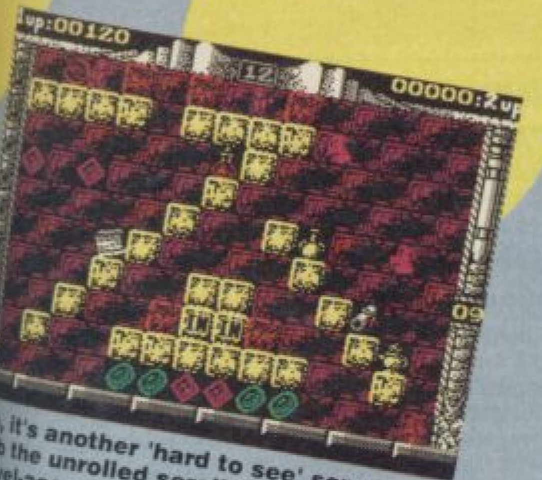
DOOR AND KEY Get key icon and the doors of the same colour will disappear.



WAND Hurrah! No probs if you get one of these on your screen, 'cos it'll get you straight on to the next level!



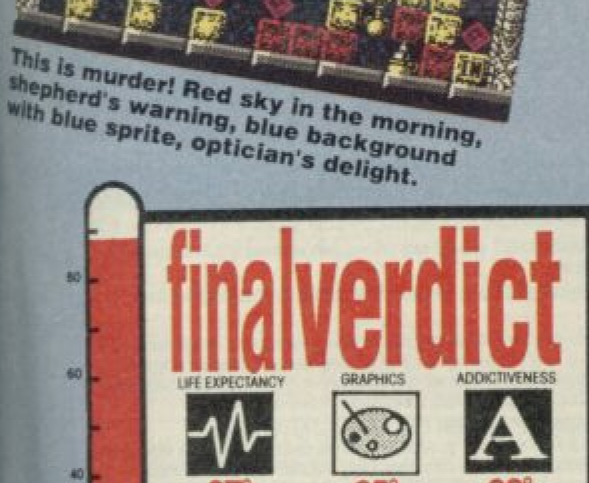
HOURGLASS You know I said that the sphere starts rolling after 20 seconds? Well, get his icon and it won't! It'll take a bit longer!



Yep, it's another 'hard to see' screen. Grab the unrolled scroll 'cos you'll get a level-access password.

over a trap at the top, then some bloomin' nifty block-building is required el pronto! (Fortunately, there's an option for you to practice this!) As the levels progress, there are bigger monsters and more complicated problems to pit your wits against. You'll get skull-shaped doors that need to be removed by collecting the appropriate coloured key icon, and all manner of energy-zapping creatures to impede your passage. (*Oo-er! Ed*) You've got a long way to go and absolutely yonks of puzzling gameplay ahead of you. And with the very different two player interactive option it's like two games for the price of one, er, too, so you'll get your money's worth and no mistake!

And that, in a nutshell, is that! A wizard game about wizards, balls, monster squashing (or blocking) and problem solving. If your mind is getting jealous of all the exercise your trigger finger is getting, then check out *Spherical*!



This is murder! Red sky in the morning, shepherd's warning, blue background with blue sprite, optician's delight.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
87°	85°	90°

DIAGNOSIS

A colourful and challenging game requiring as much mental agility as joystick skill. It's original and it's wizard! (And so are you, funnily enough!)

INSTANT APPEAL 80°

88°

THE STORY SO FAR VOLUME 4

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Rich Hmmph. Now that Elite isn't releasing any new games, it seems as if it's decided to re-release as many old ones as possible on various compilations. And here we are — six utterly ancient games in one complete pack. Bargain or what? Personally, I think not.

Wonderboy

This is actually the best of the bunch. You are Wonderboy and your girlfriend seems to have been kidnapped by an evil king. So off you must go through seven monochrome, multiload, horizontally scrolling landscapes to rescue her, jumping over various deadly nasties, such as snails, and picking up vital life-saving equipment like bananas. But the action doesn't stop there. Oh ho no! Magic eggs can also be collected, giving you special weapons like a gun. And though the scrolling may be a bit jerky there's still a lot of fun left in this old nugget. It's the best game in the pack, and, blow me down with a feather, if it's not on this month's *YS* Smash Tape too. Blimey!
'89 Rating: 85°

Back To The Future

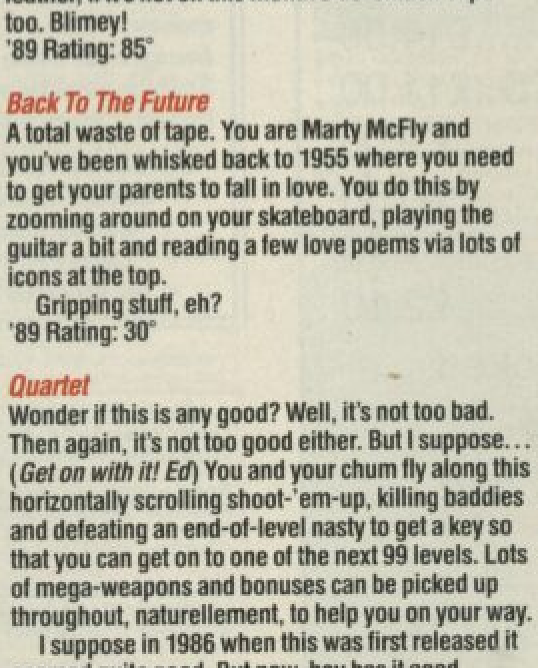
A total waste of tape. You are Marty McFly and you've been whisked back to 1955 where you need to get your parents to fall in love. You do this by zooming around on your skateboard, playing the guitar a bit and reading a few love poems via lots of icons at the top.

Gripping stuff, eh?
'89 Rating: 30°

Quartet

Wonder if this is any good? Well, it's not too bad. Then again, it's not too good either. But I suppose... (*Get on with it! Ed*) You and your chum fly along this horizontally scrolling shoot-'em-up, killing baddies and defeating an end-of-level nasty to get a key so that you can get on to one of the next 99 levels. Lots of mega-weapons and bonuses can be picked up throughout, naturellement, to help you on your way.

I suppose in 1986 when this was first released it seemed quite good. But now, boy has it aged. Compared to today's hits, like *Forgotten Worlds*, it seems jerky, colourless and really rather uninteresting. Sorry, but I didn't really like it. Next...
'89 Rating: 50°



"A rolling stone is worth two in the bush", as they say — and this is no exception. Shoot that big thing to your left to get the key which'll get you on to the next level (hurrah).

Aliens

You've seen the film, you've read the book and you've pickled the onion — so now play the game. Or don't as the case may be.

It's got fancy 'first person perspective' graphics — but playability? I was bored before it'd even loaded. You switch control between six crew members who walk around this base on some deserted planet, and you must try to get each person to this chamber where they'll be safe.

Just avoid the alien and that's it! Lumme.
'89 Rating: 40°

The Eidolon

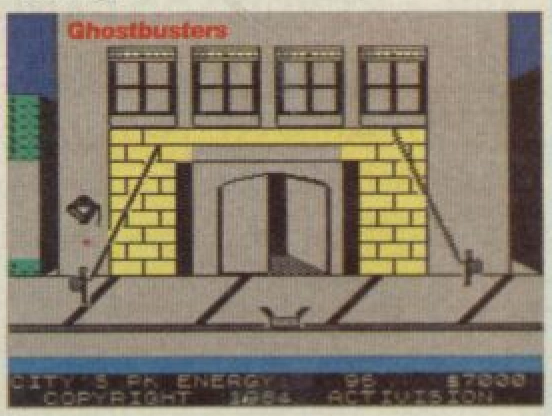
This one's pretty weird. The instructions make no sense whatsoever (perhaps because I was reading the French ones), but basically you wander around these 3D caves shooting fireballs at goblins and collecting jewels. Collect them in the right order then you can kill the end-of-level dragon and go on to the next boring level. Groan.

I'd forget this one completely if I were you...
'89 Rating: 35°

Ghostbusters

Blimey! This one's so old you could fry an egg on it. 1984, I believe. 'Tis quite a simple game. Buy a car, equip it with as many hoovers and toasters as possible (to catch the ghosts), then drive around busting all the ghosts. Once a ghost-infected building has been located, you can drive to it with an overhead view of your car sucking up spookies on the way. Once you're there then it's just a matter of dropping a trap and, with some careful manoeuvring of your gun (parp), catching the blighter.

Continue this, make enough money 'til you can afford to battle old Marshmally himself, and voilà. Hmmm. It may be old, but if you can fight your way through the dinosaurs then it's not that bad.
'89 Rating: 60°



See that slimer? Well, if you can get him between the two lines of fire then you can activate the trap which'll hold him forever. Yeah!

Well, there you go. Not really very good, is it? In fact, I'll go as far as to say that it's almost a total disaster. Apart from *Wonderboy* and *Ghostbusters* none of the games are really worth having at all. Sorry, but you'd be better flushing your money down the loo than spending it on this.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
52°	55°	45°

DIAGNOSIS

Six old and worn games bundled together in one pack. The only redeeming games are *Wonderboy* and *Ghostbusters*.

INSTANT APPEAL 47°

57°

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FUTURE-SHOCKS

Christmas is comin', YS is getting fat, chock full of spanky Speccy games, you can be sure of that! What's festively obvious is, you can bet your socks, before great games are thought of they'll appear in *Future Shocks*!

Ghostbusters II
Activision

Ghostbusters! (The game, not the film.) It sold like hot cakes! Apparently Activision shifted two million of the blooming things, which certainly set a few records, and leaves it with something to aim for this year. Because, yes, it's *Ghostbusters* time again, with the new movie and the Speccy conversion due for simultaneous release at the start of December.

FoursField has done the programming, working from storyboards of the film rather than the actual thing (because it hadn't actually been finished when it started). It's divided into three main sections — the 'Van Horne' sequence, in which Dan Aykroyd is lowered down into a pit to collect a sample of slime, the 'Statue of Liberty' bit where the famous statue comes to life, and the final battle against the evil Vigo. We'll have a full review next issue.



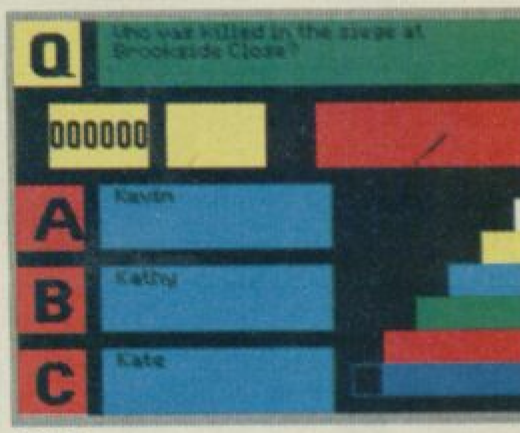
Ghostbusters II

Trivia
Shades

What's this all about then? A new label called Shades? Well, no actually. It's simply a new publishing label from one of our favourite software houses, Grandslam. And *Trivia* is to be its first release.

Based on the ol' pub-style trivia quizzes (y'know, those slot machines that you bung loads of dosh into just so you can get asked stupid questions like what is the gestation period of a pig), *Trivia* is a one player game in which you have to answer loads of stupid trivia questions (like what is the gestation period of a pig) against the clock, and for free! (Well, alright then, £6.99 actually.) Questions are based on those hoary old subjects, art, literature, leisure, sport and entertainment, so all you have to do is swot up on your Encyclopedia Britannica and get going.

Trivia will be in your shops as you read this, priced at £6.99 on cassette and £9.99 on disk. Check it out, it'll save you spending pounds down the pub.



Trivia

Out For The Count
Dynamite Designs

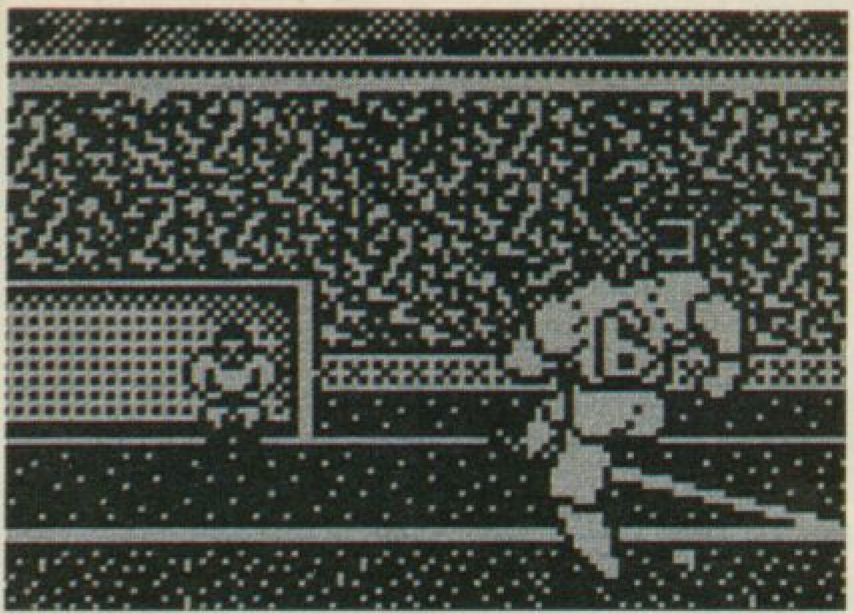
Biff! Biff, biff, boff! Biff, biff, biff, biff, boff! Boooofff! And he's out for the count! Or rather Dynamite Designs is (or isn't). 'Cos that's the name of its brand new boxing game, in which you get to fight in the ring using hooks, jabs, uppercuts, pumping jabs, body jabs, combination punches, not to mention counter punches too. Boooofff! Use your corner men to clean the cuts and bruises off your face and then get back into the fray and wipe the smile off your opponent's face.

Out For The Count is available now. Write to Dynamite Designs, 19 Oaks Drive, Hugham Ferrers, Wellingborough, Northants for more details. Bop!



Out For The Count





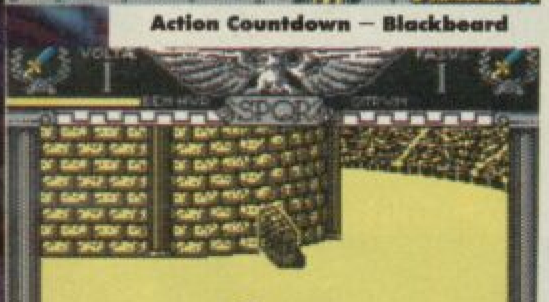
Fighting Soccer

Fighting Soccer
Activision

Yikes! This sounds a bit dodgy (more to do with terrace hooliganism than footie itself!) but Activision assures us there's not a spot of violence in the whole thing! It's all down to arcade set-up SNK, which just chose a rather bizarre name for its soccer coin-op earlier in the year — so now Activision is stuck with it. The boot-'em-up action is of the overhead view sort, and is based on an 11 team Olympic Challenge rather than professional football. Watch out for it very soon at £9.99.



Action Countdown — Blackbeard



Action Countdown — Colosseum

Action Countdown
Kixx

Toposoft! It's a Spanish company! It produces budget games! And it's rather good! You may remember *Blackbeard*, *Colosseum* and *Titanic* from relatively recently. Well, now Kixx is releasing a compilation of nine of its games, including the three just mentioned, for a not-to-be-sniffed-at £9.99 (£14.99 disk). There's a pinball game in there, racing games, shoot-'em-ups, beat-'em-ups... It's got the lot! Look out for it very, very soon!



Fallen Angel

Fallen Angel
Screen 7

This is Screen 7's latest offering — a horizontal beat-'em-up with a twist. And what's the twist? Well, only that it's set in a series of different underground train systems around the world, that's all! Quite how they'll come up with a watertight plot to hold that little lot together we can't imagine but the London Tube, Paris Metro and New York Subway backdrops should be fun. Anyway, it's due out in November.

Bobo
Infogrames

Oo la la! Theeze crazy French!! They certainly know their onions when it comes to converting wacky gallic cartoon characters! We're sure Tintin (who everyone's heard of) will be a big hit, but who on earth (well, in England) has ever heard of Bobo? No one in this office, sure as oeufs is oeufs!

Anyway, Bobo is a European comic character, a prisoner who's always trying to escape from jail, but who's so useless he never quite makes it. The game is an episodic little number, with some boring sounding but, we're assured, quite interesting tasks to perform. For instance, in one, Bobo is the food ►



Bobo

Turbo OutRun
US Gold

US Gold — what a sneaky bunch, eh? They kept mum for ages and ages about what their Christmas biggie was going to be — but now they've (officially) announced it, and blow us all down if it isn't another racing game! The follow-up to the great grand-daddy of all racing games in fact. It's *Turbo OutRun*! (What a surprise.) You drive a Ferrari again of course (this time a so-rare-it-doesn't-actually-exist open-topped F40) in a four stage road race across America. You battle with Porsches, police cars and other road users through deserty bits, snowy bits (you can choose special tyres if need be) and so on, with some pretty nifty night sequences promised too. A limited number of turbo-boosts (à la *Chase HQ*) and a choice of manual and auto gearboxes keep things moving apace. The whole extravaganza — on 48 and 128K — will be available sometime in November or early December.

Turbo OutRun



monitor of a lunch hall. Trouble is there are too many fellow convicts to serve, so everything collapses into chaos. Another has him spud-bashing, but there are too many potatoes so everything collapses into chaos. Then there's the mopping-the-prison-floor bit, but everyone keeps walking all over the nice wet lino, so everything collapses into chaos. Eventually, Bobo succeeds in escaping (hurrah!), but now he's got to get away by running along the top of electric train cables (a neat trick if you can do it) without getting fried by the pulsating current! (Yikes!) *Bobo* sounds definitely weird, possibly quite spanky and will hopefully be out by Christmas! Sacre bleu!

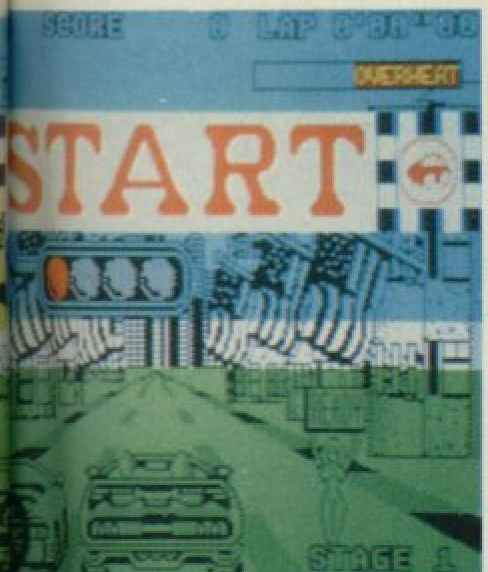


Dr Doom's Revenge

Dr Doom's Revenge

Empire

Thwip! (That's a Spiderman web line noise.) Sptang! (That's a Captain America shield noise.) Zapow! (That's a general, all-purpose superhero noise.) Yep, not only is the evil Doctor back, he's brought his two superhero chums too! *Dr Doom's Revenge* is an interactive adventure, comic booky in style, with each 'page' showing Cap and Spidey progressing through Doom's castle towards the great man himself. Along the way the web slinger and the 'star spangled champion of justice' (we just made that one up) must fight Doom's evil pals, such as his electric-bolt-firing chum Electro, chubby chum Rhino, chopping chum Machete and his, erm, other chum Hob Goblin. There are 30 arcade sequences, various difficulty levels, and it comes with loads and loads of authentic Marvel comic paraphernalia, including a free comic, a detailed manual with character biographies and all sorts. At £9.99/£14.99, it looks like Empire could be on to a winner here.



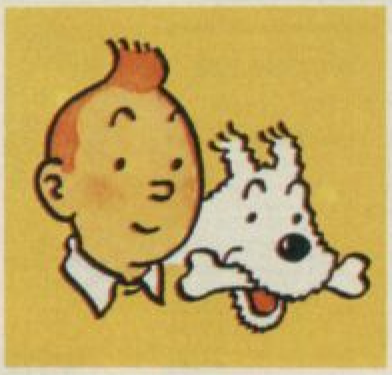
Tintin On The Moon

Infogrames

Thundering typhoons and blistering barnacles! Tintin, the most famous junior reporter the world has ever known, is about to hit our Speccies courtesy of French software house Infogrames.

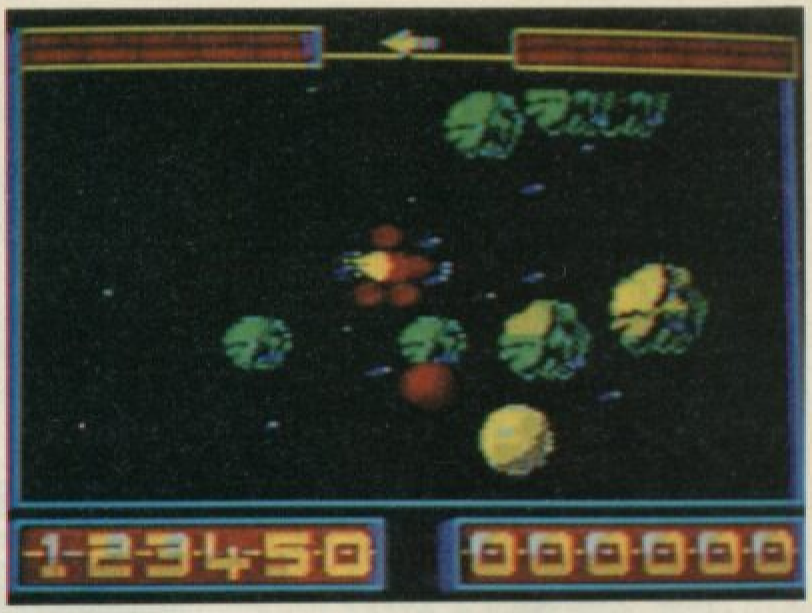
Yup, ol' Tintin, he of the pale blue jumpers, fetching plus-fours, cute cow lick and 60th, yes 60th, birthday, will be featuring on our Speccies next month, complete with chums Snowy, Captain Haddock, Professor Calculus and The Thompson Twins.

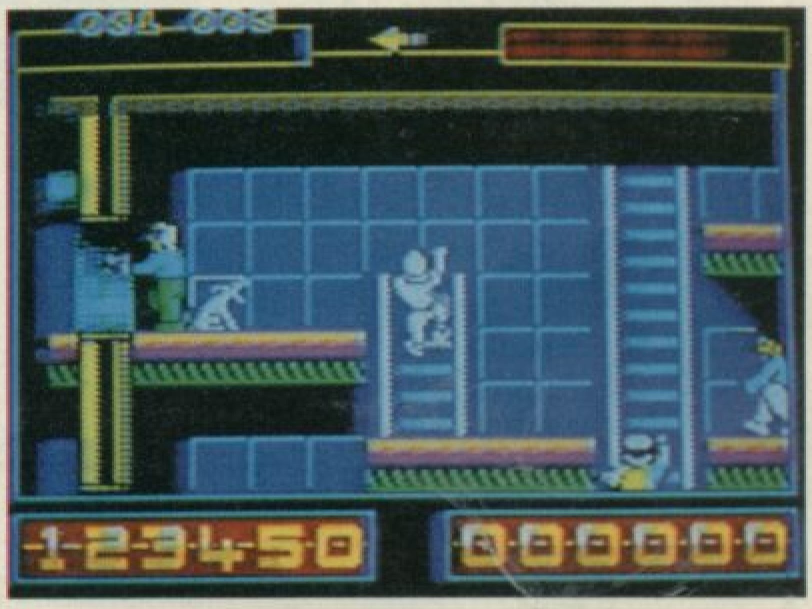
Based on Hergé's



comic book of the same name, *Tintin On The Moon* takes the form of an arcade adventure in which Tintin and chums blast off in a space rocket and attempt to make the first landing on the moon. Before they can reach their destination though they first have to steer their rocket through an arcadey asteroid section as well as put out fires started by saboteurs in a platform and laddery section.

Tintin On The Moon will be blasting off from its launch pad any minute now. Watch out for a full review next issue. Five... four... three... two...









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Pictionary

Domark

It's just as well a picture paints a thousand words 'cos in *Pictionary*, the next release on offer from Domark, painting words is the name of the game.

This is the latest game craze sweeping America. It takes the form of a board game that's played in a similar way to charades — only instead of acting out a word or title, you and your chums must guess the various words by sketching out clues for each other! Oh, ho, ho, you're thinking — we can't do that on our Speccies, not without a special grafix package at any rate. So what's the point of converting it when we can play it ourselves with pen and paper!? Because, Spec-chums, Domark has incorporated an innovative grafix package into the conversion, so not only do you get to play the game on computer, but also to draw on computer too using solid, broken and dotted lines, rectangles, circles, elipses and any number of fill patterns to boot.

Pictionary promises to be a hoot by the look of things — especially if you're a bit crap at drawing. Watch out for it, it should be ready for your palette now.



Pictionary

Risk

Virgin

You must've played *Risk* in its traditional form (as a board game) before now. It's the one in which you've got a big map of the world and have to try taking over the entire place building armies, fortifying defences and trying to outfox your opponents. So yes, you'd be right in thinking there is a fair amount of strategy involved. Anyway, the computer version allows you to play against the computer or up to five friends, includes large scrolling maps and a gamesave facility. Available on the Leisure Genius label at £9.95 cassette, £14.95 disk in November, it would make the *ideal* Christmas present. (That's what they told us to say, anyway.)



Risk

Santa says

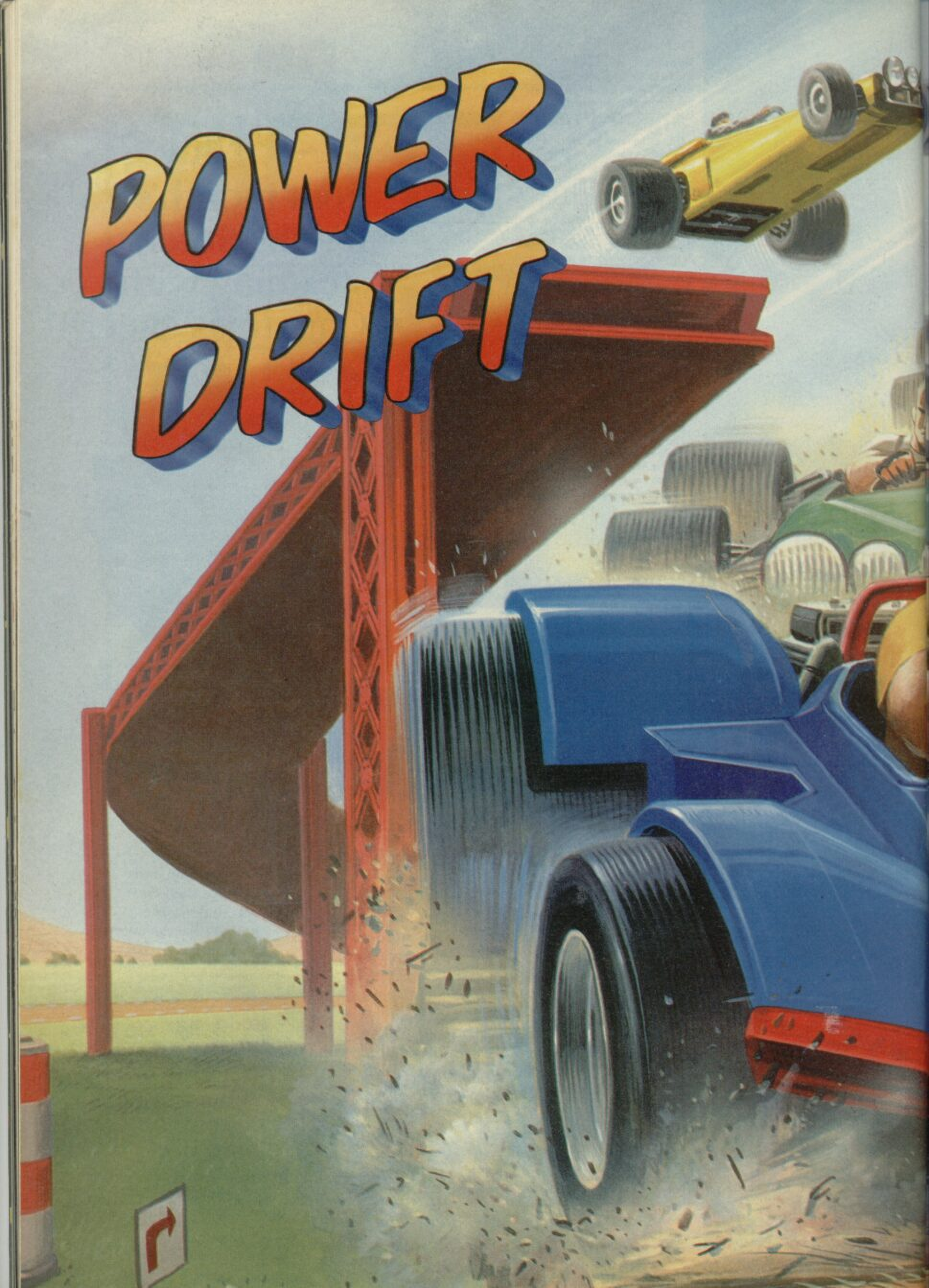
"Buy next month's *YS*! It's absolutely steaming with Christmas cheer!!"



- There's a free cover-mounted cassette with playable demos and a complete Chrimbo game.
- There'll also be an extra yuletide goodie in there for you too! ('Cos we like you lots!)
- There'll be reviews and previews of all the latest Speccy games including in-depth close-up Megapreviews of the most exciting forthcoming releases!
- All this and your usual (except even better, if that's possible) regular bits!
- There'll be more compos than you can shake a jingle bell at! One on every page in fact. Apart from the pages with adverts on, that is.

No bloomin' wonder it's Britain's best selling Spectrum mag!

The Smashing, Snowflakey January Issue, On Sale December 18th. Merry Christmas, Reindeer Breath!


POWER
DRIFT


START
AMIGA SCREEN SHOTS SHOWN
IN POLE POSITION...
It's fast... it's furious... it's POWER DRIFT!
Choose from twelve wacky drivers, like Jason the Skinhead or Jeronimo the Mohican and rev your way through 27 stomach churning circuits!
Watch the dust fly and the wheels spin as you screech over a 'roller coaster' track and wave goodbye to your opponents!
Roar over mounds of mud, drive through the desert, slip 'n' slide on snow-covered tarmac and race your way through the night to face the final lap!
CAREFUL! Power Drift is no easy ride!
If you're heading for a collision hold onto your seat and enjoy those 360 degree spins before you bump back down to earth!
Burn some rubber, put your foot to the floor and scream back to the winning post!!
ACTIVISION
SEGA
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AFTER BURNER

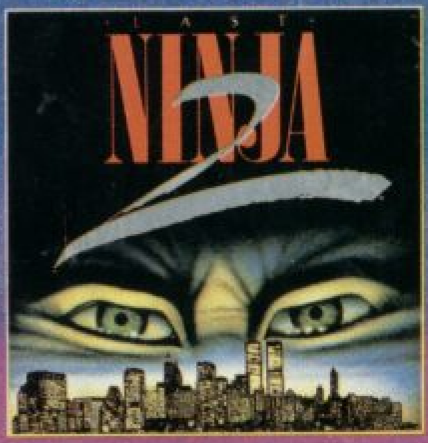


SHAKE... RATTLE... ROLL IT

AFTERBURNER — You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

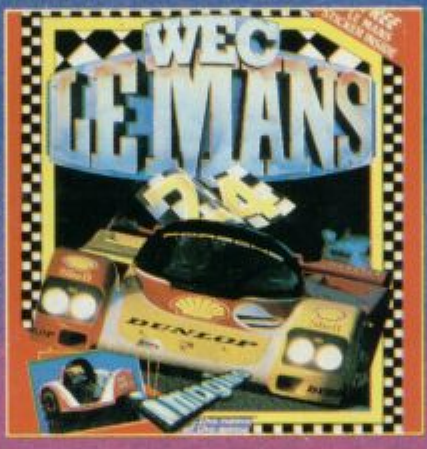
Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw... scan with your radar, lock on your target and FIRE!

LAST NINJA 2



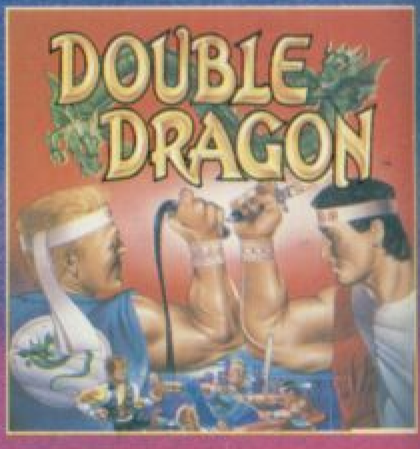
Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

WEC LE MANS



The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

DOUBLE DRAGON



Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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